

FINAL FANTASY



GAMMA EDITION

CREDITS

If you want a credit in here, tell me. Please say what job title you want, and what name you want down. By now, this column should be full, but I've only been tracking concepts, not where all of them came from, and haven't checked who wants what credits for what, and who (if anyone) would want to be unlisted, or not use their real names.

FIRST RULES

Although the Core Rules are quite extensive, most of it is detail, and special cases. The system is actually *easy*. There are only three basic "mechanics". Learn these and you can start to play. The three basic rules are:

- 1. Checks.** A "success roll" is a die roll made when you need to "test" one of your skills or abilities. To make a check, roll 1d20 (that's one twenty-sided die), add your skill (if any) to the result, and compare that to the difficulty number (called the DC) the GM set for you. Some checks, such as the Will check to keep something from invading your mind, are made in reaction to other events. These checks are also called "Saves", and are always checks against Reflex, Fortitude, or Will. A few checks are opposed, meaning that multiple characters make checks, and the highest check result wins.
- 2. Reaction Rolls.** A "reaction roll" is a roll made by the GM to determine how his non-player characters (NPCs) react to the player characters. In many cases, skills can be used to modify these reactions later.
- 3. Damage Rolls.** A "damage roll" is a roll made in a fight, to see how much harm you did to your foe. Damage rolls are made using a variety of different dice. Also, some things can affect the final damage done by an injury after this roll; Armor can protect a wearer; "Critical hits" can do extra damage. All these things are explained in the combat rules.

THE FUNNY MATH

This game has a few mathematical conventions that, while they make for bad mathematical theory, do make for a better game.

- **Always Round Down.** Whenever you divide one number by another, round down any fractions unless the rule you're using specifically says to do otherwise.
- **Combining Multipliers:** Sometimes you are expected to multiply a number by more than one other number. If such a case, instead of multiplying twice, add both multipliers together, and then subtract one, to make the actual multiplier.
- **Bonus and Penalty types:** All bonuses and penalties have types; if no type is shown, then treat the type as "generic". That is, a "+2 Bonus" is a "generic" bonus. A "+3 circumstance bonus", however, has a type; it's type is "circumstance".
- **Stacking and Unstacking:** When a character is subject to multiple penalties, all of them are combined for cumulative effect. When subjected to multiple bonuses, use only the highest unless they are of different 'types'.

INTRODUCTION

This is a Gamma version of Final Fantasy d20. The objective, while it was being made, was not to do everything perfectly, but simply to put in everything that a *player* will generally need. Adding everything that the GM will need was set aside as something for later; GMs are expected to know how to fudge things and use other d20 books as needed. Honing and perfecting things was also set aside; too much time spent refining raw material creates a sea of general matter that never ends up as anything finished.

As the name may indicate, this is a work in progress. Many of the things that are set forward here are things that will undoubtedly be rewritten, expanded upon, edited, or simply cut from later drafts. There is much more to be added, even in the chapters given.

However, despite all these shortcomings, a group that wished to do so can now play Final Fantasy with character rules, races, equipment, and other tidbits that were specifically designed for that purpose. The rules are now far enough along to actually play a game; and that, of course, is the point of putting it all together in this way.

This book assumes that the GM and players have been around roleplaying and the d20 system enough that they can work around the things that aren't yet in this book. Right now, there's no chapter for antagonists and monsters; playing right out of the book, the only available villainous races would be other Player Races. There also aren't any serious rules on vehicles, any advice for GMs, rules on item hit points and for dealing with dungeons and structures in rules-bound ways, or any of the other incredible useful but theoretically non-essential information many games use.

An enormous quantity of information usable for filling in any of these gaps is available across the internet, some of it on our own Yahoo group (especially the shortage of monsters). Those who own other d20 books will also be able to simply use many of those resources directly "across the gap", expanding their available tricks and tools exponentially.

-Levi "The Hierarch" Kornelsen





1

HERO

GAMMA VERSION

Before you can begin to play, you must first create a character. This is a fictional persona that you will use to interact with the environment of the game world. The rules for doing this are quite detailed, as are the permutations of what those rules create. This section exists to help you set down and understand the fundamental pieces of your character. You will find here both rules for setting down the traits that define your character, but also definitions and explanations of what many of those traits are for.

MANY PARTS, ONE CHARACTER

A character is composed of many different skills, talents, and special abilities and features. While developing your character, you'll want to envision how these parts make up one coherent whole—not only because it makes your character function better as a game toll, but also because a person, once they have found their niche in the world, often develops strongly to fit into that niche more capably.

MANY CHARACTERS, ONE GROUP

You may also wish to consult with the other players in your game, and especially with the GM, to create a character that fits into the group as it exists, providing needed abilities and fitting in well. If the entire party is geared towards survival in the deep wilderness, then a character built for constant human diplomacy and large-scale cultural work won't be at home, and many of their capabilities will be wasted.

Likewise, if the group is already established, you should attempt to build a character that will be easily accepted by them, becoming part of their regular habits as quickly and seamlessly as possible. This can also extend to making sure that your character doesn't too closely duplicate that of another character—while the rest of the group may appreciate having twice as much power in one area, both your character and the other will seem less important as a result.

PLANNING AHEAD

You may also want to have a sense, while you build your character, of how you would like them to advance throughout their career. To do so, you'll need to look over the different feat and talents that are offered, as well as any advanced classes that you might consider entering at some point.

RULES-BASED AND GENERAL

Many things are covered by, and affect your character through, the rules. However, there are some things to which no set effect applies; these are things you can set as desired, so long as your choices are reasonable.

LOOKS AND GENDER

You may choose your character's height and weight as you like, but keep your race (human or otherwise) in mind. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy. Choose your character's looks as you like, but keep your Race in mind. Think about what your character's abilities might say about her looks. If they have a high Charisma, they may be quite good-looking (or just highly magnetic). If they are gorgeous, but have a low Charisma, they are, by definition, very unappealing in some other way.

Naturally, your Height and Weight will play into your looks. Your character can be either male or female, though many GMs prefer for ease of play that they be the same gender as yourself. Remembering that you are playing the opposite gender can cause confusion in the early stages of play, though it can present an interesting challenge in a drama-based game.

NAME

Invent or choose a name that fits your character. If you have played several of the Final Fantasy games, then you have some idea of what kind of names 'sound right', and may wish to attempt to find one that fits your character perfectly. If not, simply invent or choose a name that sounds good to you, and which seems fantasy-like.

STYLE

Your character may have a style all their own; you can develop and express such a style through description of their looks, their hairstyle, the way their starting gear appears, the color of their clothes, their described posture, and so on. A character whose style is apparent and memorable is easier for other players to visualize, allowing them to see your character as more than just the sum of their many parts. Plenty of examples of character style can be seen in the pictures throughout this book.

CHARACTER CREATION

Below, the character creation process is broken down in ten separate steps. Often, you will want to check ahead, examining your later options, before completing any specific step. Many of these steps will also require you to make further choices, and all will require you to note down things gained in that step on your character sheet.

You will need a blank character sheet, pencil, six-sided dice, and this book in order to complete this process. If using world-specific races, origins, or the like, you will also need the book relating to that world. Once you've finished all the steps of creation given here, present your character to your GM for approval.

1

GENERATE ABILITY SCORES: A character has six Ability Scores, ranging from 0 to infinity. An 'average' human score is 10 or 11.

Description of the six scores, and details on generating and assigning them, and their modifiers, may be found on the following page.

2

RACE: Check with your GM to learn which races are in use in your game, and choose one. Races can alter your ability scores, or grant or remove benefits.

Standard races are listed later in this chapter; many others are world-specific, and will be described in forthcoming worldbooks.

3

AGE GROUP: Your hero's age will modify a few things about them. Choose an age group, and note all the applicable changes.

The age groups are listed later in this chapter; and a very general. Groups for unaging creatures may appear in forthcoming books.

4

ORIGIN: Every hero comes from somewhere. Choose an Origin to mark out where your character comes from, and record it (and it's benefits) on your sheet.

Origins are listed in this chapter; these are very general Origins. More specific origins may appear in worldbooks.

5

CLASS: There are six Basic Classes; choose one you qualify for, make any decisions it requires, and note all the details of it's first level on your character sheet.

The six basic classes, and explanations of their details, are described entirely in Chapter Two.

6

SKILLS: Every character will have a number of Skill points to spend, and will have skills designated as in-class, or out-of-class.

Chapter three of this book is dedicated entirely to the skill list, and to the rules for making use of the skills you possess.

7

FEATS: You may always choose and gain any one feat at creation, but must have all prerequisites. Origins, Races, and Classes may grant additional feat choices.

Chapter four of the book gives complete rules for feats, and lists the feats available in this game - more may be added in future books.

8

EQUIPMENT: Each character will have starting Gil, as determined by their Origin, with which to purchase basic gear to bring into play.

Chapter five of this book details equipment, including prices, uses, weights, and statistics for weaponry and armor.

9

DETAILING: Several numbers will remain to be calculated in order to finish the rules-bound parts of creating your character.

Chapter six of this book explains each of these bonuses, pools, and penalties, how to figure them, and what they are used for.

10

FINISHING TOUCHES: Your character will need a name and description; also, you may wish to work with your GM to further create their history.

Advice and information useful to this process is found all throughout this book, especially in the Worlds chapter.

ABILITY SCORES

A character has six Ability Scores, ranging from 0 to infinity. An 'average' human score is 10 or 11, but average heroes are more powerful than average humans. To generate starting Ability Scores, roll four six-sided dice six times. On each roll, ignore the lowest resulting die, and add the rest together. Once you've generated six numbers this way, arrange them to fit the six abilities. If the scores total 66 or less, roll them all again. You may wish to roll your ability scores, but delay arranging them until you have decided on race, age group, origin, and class for your character, so that when you do so, you can arrange them to best suit those choices.

ABILITY MODIFIERS

Each ability score provides a modifier. This is a bonus or penalty to all rolls made with a skill the ability affects, and to certain other rolls as well. To determine your modifiers, you will first need to apply all adjustments to your scores from race and age. Once you have done so, halve the score, round down, and subtract five. The result may be a negative number, in which case you will apply it as a penalty on related checks, or it may be positive, in which it is a bonus. As an example, a character with a Strength of 14 has a modifier of $(14/2)-5$; a bonus of +2. With Strength 7, it would be $(7/2)-5$; a penalty of -2.

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STRENGTH measures brute force. It is important to anyone that expects to get up close to their foes, who intends to throw things around, or who wants carry more than minimal equipment and armor. A hero with a high strength might be described as athletic, brawny, powerful, or wiry.

- **Strength modifies:** The amounts you can lift and carry, and the penalties from it. Most close combat damage rolls, as well as attack rolls made with muscle-powered weapons.
- **Strength-based skills:** Climb, Swim, Jump.

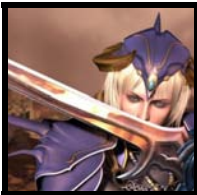
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DEXTERITY measures speed and agility, as well as coordination. It is important to anyone who wishes to dodge away from effects, to gain abilities based on speed, and for anyone using ranged weapons. A hero with high dexterity might be described as quick, nimble, or agile.

- **Dexterity modifies:** Your reflex saving throw, as well as any attack rolls you make with ranged weapons (including throwing items).
- **Dexterity-based skills:** Legerdemain, Ride & Pilot, Stealth, and Tumble.

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CONSTITUTION measures a character's 'grit' and general health. The higher this score, the harder one is to knock out, kill, and the less likely to suffer from poison, disease, or fatigue. A hero with a high constitution score might be described as robust, tough, or indefatigable.

- **Constitution modifies:** The number of hit points that you gain at first level, and at every level thereafter. Your Fortitude saving throw, which is used against poison, illness, and the like.
- **Constitution-based skills:** Composure.

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INTELLIGENCE measures a character's learning speed, knowledge, and memory. It is important to any character that intends to gain multiple skills at notable levels. A hero of high intelligence score might be described as knowledgeable, smart, or intellectual.

- **Intelligence modifies:** The number of skill points that you gain at first level and every level thereafter.
- **Intelligence-based skills:** Crafts, Education, and Observation.

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WISDOM measures how centered a character is, as well as how alert they are in general. It is important for noticing things quickly, and for resisting mental domination. A hero with a high wisdom score might be described as determined, grounded, alert, or cagey.

- **Wisdom modifies:** Your Will save, which is used to resist mental effects and in contests of magical skill and prowess.
- **Wisdom-based skills:** Awareness, Commerce, Heal, and Survival.

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CHARISMA measures a character's looks, social graces, and force of personality. It is important for anyone wishing to get along well in social situations. A hero with a high charisma score might be described as witty, charming, good-looking, magnetic, or stylish.

- **Charisma modifies:** All checks to alter another character's attitude to your hero, whether with or without skills.
- **Charisma skills:** Beast Keeping, Deceit, Diplomacy, and Perform.

RACES

Every hero is a member of one of the races listed below, and gains the benefits of that race. Your character's race will often help define who they are, both at the time of creation and as they advance through their career. In many games, the GM will limit the races used. Depending on the world they are portraying or have created, they may even make alterations to or additions to this list. Also forthcoming worldbooks will include additional races to add to the list; the races listed below are either ones that appear in many games (Such as humans, Moogles, and Sylphs), or were considered to versatile or popular to leave out (such as Ronso and Unique racial types).

- **Ability Adjustments** are changes to your character's ability scores that are applied upon choosing a race. These are permanent changes, and are not considered 'bonuses' or 'penalties'.
- **Racial Features** are described fully on the next page; you will choose and gain two of these from your racial list. Every race has more possible features than this, because even within a given race, not all individuals are the same. You are able to gain added features from you race's list after creation, however.
- **Possible Origins:** A character's Origin choices may be limited by their race's customs.

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GOBLINS, which are also known as Imps in some worlds, are often a savage woodland race which despises the major races. However, there are several examples in the Final Fantasy series of some member of a monstrous race that is more intelligent, or at least more friendly, than might be expected, and Goblins are an obvious choice for such a character if the GM wishes to allow them into play.

- **Size:** Medium
- **Abilities:** -2 Charisma, +2 Dexterity
- **Features (Choose Two):** Natural Weapons, Low-Light Vision, Inborn Spell (Any Blue Spell of level 1-2).
- **Possible Origins:** Combative, Common, Expert, Magical, Unknown, Wild.

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GUADO are a deep-thinking, highly intelligent race. Many Guado take up roles as advisors and as capable leaders within other civilizations. In their own civilizations, they prefer calm, quiet environments. Guado tend to build in harmony with whatever surrounds them, which causes their settlements and homes to look a little strange to the eyes of other races.

- **Size:** Medium
- **Abilities:** +2 Intelligence, -2 Strength
- **Features (Choose Two):** Low-Light Vision, Naturally Magical, Inborn Spell (Any Spell of level 1-2).
- **Possible Origins:** Combative, Common, Expert, Magical, Unknown.

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HUMANS range widely in cultural views, in preferred climate, even in body type. While some human cultures exist side-by-side with other races, others are composed only of humans. Humans are the most dominant and most populous race, and most human lands are growing while others' are shrinking.

- **Size:** Medium
- **Abilities:** No Adjustments
- **Features:** Adaptable, Quick Learning. Unlike other races, humans may take one of their features (Quick Learning) repeatedly.
- **Possible Origins:** Any.

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LUNARS, also called Lunarians, are representative of the "Wise Counselor" type of race. In their case specifically, they hail from one of the several moons of a world, where they advanced far in knowledge and in technology than those below, though most of the race moved beyond the moon or died off as their society became truly ancient.

- **Size:** Medium
- **Abilities:** +2 Intelligence, +2 Wisdom, -2 Strength, -2 Constitution.
- **Features:** Low-Light Vision, Inborn Spell (Any Spell of level 1-2), Naturally Magical.
- **Possible Origins:** Aristocratic, Expert, Magical.

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MOOGLES are a short, unusual race. Most Moogles live in secluded enclaves, though some members leave or are banished. Their round body shape and short limbs make Moogles ungainly, but they are very charming, and are often seen as 'cute' by other races because of their appearance.

- **Size:** Medium or Small (GM's choice)
- **Abilities:** Dexterity -2, Charisma +2.
- **Features (Choose Two):** Low-Light Vision, Inborn Spell (Float), Inborn Spell (Cure), Natural Weapons
- **Possible Origins:** Combative, Expert, Magical, Unknown, Wild.

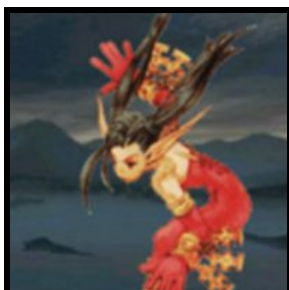
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RONSO are tall, blue-furred, and catlike. Males have a single horn in the center of their forehead. They are powerful-bodied, and tend to active lives. Ronso culture can be summarized as "Barbarian"; they are most impressed by physical power, bravery, and by the doing of great and memorable deeds; they are generally very unimpressed with cleverness and politicking.

- **Size:** Large
- **Abilities:** Strength +2, Intelligence -2; while strong, most Ronso aren't very academic.
- **Features (Choose Two):** Natural Weapons, Low-Light Vision, Resilient, Solid, Inborn Spell (Any level 1-2 Blue spell).
- **Possible Origins:** Combative, Common, Expert, Magical, Unknown, Wild.

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SYLPHS are also known as sprites, elves, and fairies in different worlds. Sylphs are light-bodied, but beautiful and highly aware of their environments; their culture is generally one of art and beauty. Many Sylphs also view combative skills as beautiful, and strive to learn how to fight in an artful fashion.

- **Size:** Medium or Small (Player's choice)
- **Abilities:** Strength -2, Constitution -2, Wisdom +2, Charisma +4.
- **Features (Choose Two):** Naturally Magical, Low-light Vision, Inborn Spell (Float), Inborn Spell (Cure).
- **Possible Origins:** Aristocratic, Expert, Famed, Magical, Unknown, Wild.

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TONBERRIES are a strange, lizard-like race that usually forms colonies in underground locations. For whatever reason, almost all Tonberries wear only brown robes or professional clothes, and tend to heavily prefer knives as their weapon of choice. Often, those who leave their colonies do so to seek work—often as cooks or chefs, since almost all Tonberries delight in the culinary arts.

- **Size:** Small
- **Abilities:** -2 Dexterity, +2 Wisdom.
- **Features (Choose Two):** Low-Light Vision, Naturally Magical, Solid.
- **Possible Origins:** Combative, Common, Expert, Magical, Unknown, Wild.

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UNIQUE characters are those who were created or severely altered through magic. Though many of them appear human, some have small telltale features proving them otherwise, and a few Unique characters are truly unusual in build or composition. Many come from normal roots, but some come from stranger locales. Often, a strange accident, laboratory, or other such incident features strongly in their history.

- **Size:** Medium, Large, or Small (Pick one)
- **Abilities:** -2 to any one chosen ability score; +2 to any other chosen ability score.
- **Features:** These characters gain two racial features of their choice; up to one of these features may be chosen from the unique racial features list (next page).
- **Possible Origins:** Any

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YETI are, like the Ronso, a large and generally barbaric race. However, unlike the Ronso, most Yeti are relatively solitary. Though they have no problem traveling with friends and having adventures, they only rarely form lasting bonds with anyone - most do not choose to live in communities or even with their own families, instead wandering as they see fit, and meeting as chance would have it.

- **Size:** Large
- **Abilities:** Strength +4, Intelligence -2, Charisma -2.
- **Features (Choose Two):** Natural Weapons, Low-Light Vision, Resilient, Solid, Cold Resistance.
- **Possible Origins:** Combative, Unknown, Wild.

AGE GROUPS

The four age groups displayed below are those most commonly seen for characters in the worlds of Final Fantasy. These groups are meant to reflect the reality of the Final Fantasy series, and not that of the mundane world.

Choose one of these age groups for your character. You may choose any allowed by your GM, but may never (through race, age, or other alterations) have any ability score below three—such a character is unplayable.

Each age group has a description and three bulleted rules entries. The first, Ability Adjustments, works in the same fashion as racial adjustments do. The second entry states for you the maximum number of ranks you can have in any one skill. Finally, the third notes any other modifiers that are applied, as well as the reasons for them.

Always check with your GM regarding which age groups are allowed and recommended in their game, especially in regards to Child characters. While some Final Fantasy games center around childlike characters, others have plots and elements which would sideline a child character for long sections of playing time.

LAYERED AGE

The first and last of the age groups can be applied repeatedly, in order to create especially young or old characters. This is normally not an option for player character, but is a handy tool for your GM when creating characters the heroes will interact with.

CHANGING CATEGORIES

When a hero moves from one age category to the next, all benefits and penalties of their former age category are removed, and all the benefits and penalties of the new category are applied. Since the character is already in play, their Gil is not changed. You must have the approval of your GM to change age categories, and doing so never takes place during a stressful or active situation. Normally, a character should spend at least a week-long period of downtime dealing with these changes; if the game is drama-oriented, some form of dramatic scene is very appropriate; the GM and player should work together to make this scene appropriate and definitive.

C H I L D



CHILD characters that appear in Final Fantasy games, such as Relm Arrowny and Eiko, are often prodigies, clever beyond their years. Among humans, a child is between the ages of 10 and 13; a young child is 6 to 9 years of age, and so on. These numbers vary by race. These modifiers may applied repeatedly to represent small children; only the penalties stack.

- **Ability Adjustments:** Strength -3, Constitution -1, Intelligence -2, Wisdom +2, Charisma +2.
- **Skill Rank Maximum:** 2 + Character Level
- **Other:** Starting MP +6, Reputation -2, halve starting Gil; though somewhat more in tune with magical energy, children are, at best, just barely beginning what could be called their career.

Y O U N G



YOUNG characters make up much of the cast of the Final Fantasy games. They are vigorous and energetic, though they have less great skills and generally don't know as many people. Among humans, this category ranges from about 14 to 16 years of age, though some unusual characters enter or leave this category up a year earlier or later than average.

- **Ability Adjustments:** None
- **Skill Rank Maximum:** 3 + Character Level
- **Other:** Starting MP +4, Reputation -1 and two-thirds starting Gil, even young characters are not as well-established as adults are, though they still carry with them some of the magical spark of childhood.

A D U L T



ADULTS make up the largest age group in most worlds - this is also the broadest category, ranging (for humans) from 17 to 50 years of age. In some Final Fantasy games, one or more of the characters move from Young to Adult during the course of the game; GMs should be prepared for this eventuality, as coming-of-age plotlines can sometimes be both useful and rewarding.

- **Ability Adjustments:** None
- **Skill Rank Maximum:** 4 + Character Level
- **Other:** Adult is considered the standard age group for characters, and the baseline from which age bonuses and penalties are set; thus, there are no special benefits or penalties associated with being an Adult character.

E L D E R



ELDER characters are quite common in Final Fantasy worlds; they are often quite worldly figures. The speed at which a given character ages varies - for humans, the average adult becomes an elder at about age 51. This category may be applied repeatedly to indicate advanced age (about once each ten years after 51 for humans); all effects are cumulative.

- **Ability Adjustments:** Strength -1, Constitution -2, Intelligence +1, Wisdom +1.
- **Skill Rank Maximum:** 5 + Character Level
- **Other:** Reputation +1 and double starting Gil; Elders are the most established of all the ages. If this group is applied twice, wealth triples (if three times, it quadruples, and so on).

ORIGINS

A hero may take on many roles as his or her career unfolds, but the benefits of an Origin are only applied once, at the time of character creation. Your Origin defines your character's early history, not their future, though it will likely color their outlook for their entire life. Choose one Origin from the available selections and apply the benefits to your character as noted in the description.

Each origin provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. Most Origins add to a character's a Reputation bonus, Wealth bonus, or grant a bonus feat (in addition to any other feats received; the hero must possess any prerequisites.).



ARISTOCRATIC characters are defined by wealth and political power. In every society, some who hold power come from aristocratic families. Many heroes with this origin are outcasts, but not all. Others hail from destroyed families, and seek reclamation or vengeance.

- **Skills:** *Choose Two:* Diplomacy, Deceit, Heal, Education, Perform, Ride & Pilot.
- **Bonus Feat:** None
- **Base Gil:** (Level x 1000)
- **Reputation Increase:** +3



COMBATIVE characters grew up needing to know how to fight. Some come from military cultures, or entered training young, while others simply grew up rough and learned to fight at an early age. Combative characters understand the nature of fighting, in all it's various forms.

- **Skills:** *Choose Two:* Listen, Climb, Ride & Pilot, Stealth, Survival, Swim.
- **Bonus Feat:** Any Proficiency feat.
- **Base Gil:** (Level x 200)
- **Reputation Increase:** +0



COMMON characters were raised in the lower social classes; most deal with semi-civilized environments; others are simply laborers. They tend to be rough folk, but capable of taking care of themselves. They often find their way into adventurous lives to escape the lifestyle, places and people they grew up with.

- **Skills:** *Choose Two:* Climb, Ride & Pilot, Crafts, Survival, or Swim.
- **Bonus Feat:** Any Proficiency feat.
- **Base Gil:** (Level x 200)
- **Reputation Increase:** +0



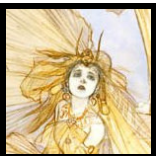
EXPERT characters are typically found among the middle ranks of society. They possess skills needed by others, such as craftsmen, skilled professionals, and those who fill specialized 'niches' in their society. While many are sedentary, others find cause to move out and explore the world around them.

- **Skills:** Commerce, and two other skills, which define a specific profession.
- **Bonus Feat:** None
- **Base Gil:** (Level x 600 Gil)
- **Reputation Increase:** +1



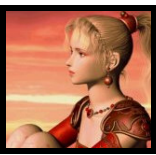
FAMED characters were famous from a very young age. Many are children of notable, but not Aristocratic parents. Others were prodigies in one field of performance or other. Some seek to escape or ignore their fame; others work to increase it in any way possible.

- **Skills:** *Choose One:* Crafts (Art Specialization), Diplomacy, or Perform.
- **Bonus Feat:** None
- **Base Gil:** (Level x 200)
- **Reputation Increase:** +5.



MAGICAL characters may have been born into a sorcerous culture or family, or simply been interested in magic from an early age. They have firm concepts of magic, religion, or ancient lore. Many go into the world to increase their lore, or to find a teacher of magic.

- **Skills:** *Choose Three:* Education, Listen, Awareness, Observation, Composure.
- **Bonus Feat:** None
- **Base Gil:** (Level x 400)
- **Reputation Increase:** +1



UNKNOWN origins are rare, but they do occur. Those with this origin do not know where they came from. The details of the character's history are decided by the GM as they desire. They may choose a history of any type they desire, so be sure you're willing to accept their choices before taking this Origin.

- **Skills:** Choose any one Skill.
- **Bonus Feat:** Choose any one Feat.
- **Starting Wealth:** (Level x 50 Gil)
- **Reputation Increase:** +0



WILD characters grew up in the deep wilderness. They may be a member of a nomadic tribe, raised by animals, or simply the child or a wilderness professional. Characters with this origin are rare, but many become entangled in quests - they're used to moving around, and don't have much to tie them down.

- **Skills:** *Choose Four:* Awareness, Tumble, Climb, Jump, Ride & Pilot, Survival, or Swim.
- **Bonus Feat:** Choose any one Feat.
- **Starting Wealth:** (Level x 50 Gil)
- **Reputation Increase:** +0

RACIAL FEATURES LIST

STANDARD RACIAL FEATURES LIST

- **Adaptable:** At creation, the character gains one bonus feat (which they must have all prerequisites for); thus, a level-one character with this feature has two feats - one for level one, and one for this feature.
- **Inborn Spell:** The character possesses a magical ability, which they can use just as a Mage might. For details on how spells work, see the magic chapter. The character may cast this spell as either a Touch or a Personal spell, as they prefer.
- **Low-Light Vision:** The character possesses excellent vision, and can see further with only a little light to go by. They treat the radius of light created by any light source as doubled.
- **Natural Weapons:** The character has features such as horns or claws. When making unarmed attacks, they may choose to deal a base of 1d6 damage rather than the normal 1d4 nonlethal. This 1d6 damage may be lethal or nonlethal, as they wish, and the character counts as proficient with these weapons - though, for purposes of abilities that specifically require Weapon Proficiency (unarmed), this feature does not aid the character.
- **Naturally Magical:** The character is naturally gifted by their heritage with large reserves of magical power. Character treats the ability score they are gaining MP from as two points higher than actual when they are determining how many magic points they gain, both at creation and when gaining levels.
- **Quick Learning:** The character has a good memory for facts, and learns skills more rapidly. The character treats their Intelligence score as two points higher than actual when they are determining how many skill points they gain, both at creation and when gaining levels.
- **Resilient:** The character gains special toughness from the heritage; they fall prey to some effects less often as a result of this. When the character makes a Fortitude save in order to take only half damage or partial effects, success on that saving throw indicates that they instead ignore the effect completely.
- **Solid:** The character treats their Constitution score as two points higher than actual when they are determining how many hit points they gain, both at creation and when gaining levels.
- **Cold Resistance:** The character possesses Energy Resistance (Cold) equal to their character level. Anytime they would take damage from a source that has the Cold descriptor, they reduce the damage taken by this amount. They cannot reduce damage below zero in this way.

UNIQUE RACIAL FEATURES LIST

- **Aeonic:** Also called Espers, Aeonic heroes are partly composed of spirit essence, and may “switch over” into a spirit-bodied form which grants them bonuses. Switching over is a move action and costs MP. A minimum of five MP are required to change over for one round; each additional round costs one added MP; once the change is made, it cannot be extended with more MP. While in spirit form, the hero may choose to divide hit point damage done to them as desired between their HP and MP. Also, they gain the ability to fly at a rate of twenty feet, maneuvering perfectly. Finally, while in spirit form, they may ‘spend’ points off their ability scores (taking temporary ability damage) and hit points (taking hit point damage) as if those points were MP. At the end of the change’s duration, the hero is fatigued, and cannot change again until this condition is removed.
- **Bloodthirsty:** The character lives on the essence of other living beings. Upon awakening after sleep, they suffer one point of temporary Constitution damage. However, they automatically gain the feature Natural Weapons, which applies only to bite attacks they make. When they successfully deal damage to a living being with such an attack, one point of the damage done is converted into Constitution damage. Each time the character deals constitution damage in this way, they heal one point of ability damage; if their ability scores are fully healed, they instead heal 1d6 points of hit point damage.
- **Elevated:** The hero is a very exceptional specimen of some animal or monstrous species, or has been transformed into such a creature. The creature chosen may not be more powerful than CR 1. Ignore the normal ability modifiers for being unique. Instead, for every point above twelve or below ten the chosen creature’s abilities are set at, they gain a +1 bonus, or –1 penalty (a bonus if above 12, a penalty if below ten) to the appropriate ability score. The hero has all the advantages and disadvantages of that creature added to them. This feature is especially possible to be a subject of GM limitation or removal; always check with them for it.
- **Mechanical:** The character is actually a machine. As such, they are nonliving, and immune to poison, paralysis, stunning, disease, nonlethal damage, knockout, critical hits, to all sleep-inducing conditions, and to all effects that require a fortitude save (unless those effects work on objects). They still rest as humans do, though this is often termed “compiling” or some similar activity. However, they cannot heal normally. To repair Hit Point damage, an hour of work and a check using the crafts skill (mechanical specialization) is required. The DC of this check is 20; each point by which the DC is beaten heals on hit point. Repairing ability damage works in the same way, but four hours are required, and the DC is 25.

SIZE

The size of a creature can change the way that it deals with it's environment in fairly radical ways. Besides the bonuses and penalties listed below, the GM should always take size into account when considering who can fit through a limited space, who can reach a high platform, how much cover a given feature of an area provides, and so on, assessing bonuses and penalties as they see fit.

- **TINY:** Tiny creatures are, roughly, those that are shorter than one foot in height or length (whichever is greater) some especially long but slender creatures may also qualify, such as some kinds of snakes. These creatures possess a +3 Size modifier to attack rolls and to Defense, but their strength is treated as 1/3 of it's actual rating when dealing with weapons and equipment.
- **SMALL:** Small creatures are, roughly, those that are shorter than three foot in height or length (whichever is greater); some oddly shaped creatures also qualify. These creatures possess a +1 Size modifier to attack rolls and to Defense, but their strength is treated as 2/3 of it's actual rating when dealing with weapons and equipment.
- **MEDIUM:** Medium creatures are generally taller (or longer) than three feet but shorter than nine feet. This is the "normal" range for a player character, and has no special bonuses or penalties associated with it.
- **LARGE:** Large creatures are, roughly, those that are taller or longer than nine feet in height or length (whichever is greater); some oddly shaped creatures also qualify. These creatures possess a -1 Size modifier to attack rolls and to Defense, but their strength is treated as 1 1/2 times it's actual rating when dealing with weapons and equipment.
- **HUGE:** Huge creatures are, roughly, those that are taller or longer than eighteen feet in height or length (whichever is greater); some oddly shaped creatures also qualify. These creatures possess a -3 Size modifier to attack rolls and to Defense, but their strength is treated as doubled when dealing with weapons and equipment.

OPTIONS

TEMPLATES

In some cases, where a world is especially complex, or a great deal of optional detail is desired, the GM may choose to allow players to add selected templates to their characters. Many of the d20 books available have a wide selection of such templates. Many of these templates also follow varying rules which cause the template to effectively "cost" one character level; these rules are compatible with this system, and may be used if desired.

RACIAL CLASSES

Several d20 supplements have introduced the concept of Racial classes. If used, this would allow characters to have levels in their own race. Because many of the races given in this book are very different depending on which world they exist within, this book doesn't fully explore this concept. However, the concept itself is entirely appropriate to many of the Final Fantasy game worlds, and such racial classes may appear in world books which are created at a later date.

MONSTROUS CHARACTERS

Some of the Monstrous types described in the bestiary (the last chapter of this book) would be entirely valid for use as player character races. A few others would require stretching logic a bit (such as a Chocobo character), but it's certainly not frowned upon, if that's the kind of game that you enjoy.

Very quick notes on using monster races as PC races are given with selected monsters in that section; some of those follow special rules which, like templates, mean that the basic abilities of the creature would count as character levels, because those creatures are more powerful than a normal PC race.





2 CORE CLASSES

GAMMA VERSION

The core classes are the defining classes of each character. These classes are especially flexible, while the advanced classes that players will be able to enter later on are much more focused defined. To enter a class, you must fulfill its prerequisites. The six classes given in this chapter have simple prerequisites, and most starting characters will be able to choose between two or more of them.

Every class grants a number of basic benefits to the character; some of these are found in the text of the class, and others are summarized in its charts.

- **Hit Die:** When a character gains a level, they roll a die of the size shown, add their Con modifier, and gain that many permanent hit points. They always gain at least one, and at level 1 (for the character, not necessarily the class), they gain the maximum possible.
- **Magic Die:** Each time a character gains a level in a class, they roll a die of the size shown, apply an ability modifier (shown in brackets after the class name), and gain that many permanent MP. They always gain at least one, and at first level (for the character, not necessarily the class), they gain the maximum possible.
- **Skill Points:** Each time a character gains a level in a class, they add their Intelligence modifier to this amount, and gain that many skill points. They always gain at least one, and at level 1 (for the character, not necessarily the class), they gain four times this.
- **Class Skills:** Once a character has gained levels in a class, all skills listed by that class become permanent Class skills for that character.
- **Familiarity:** Each Class is familiar with a list of weapons and armor. As long as they are only using weapons and armor from this list, they are treated as proficient with all those items. If using items outside this list, they gain no benefit. This doesn't bar them from becoming proficient (which is still required to gain further Martial feats for those items), and doesn't combine with any other familiarity or proficiency. This feature is a 'jump-start', allowing a character new to a class to use traditional equipment without penalty.
- **Talents:** Abilities only available to members of the class; one talent is gained at each odd-numbered level of a class, from a list in the description.
- **Feats:** Special benefits available to all characters - each class grants a number of bonus feats.

ON THE CHART

Each class has a chart, showing the total Base Attack, save, defense, and reputation bonuses, and special features of the class. Bonuses shown are the total granted, not the amount gained that level, and all of these combine with the bonuses granted by other classes the character has levels in.

- **BAB:** Shorthand for Base Attack Bonus, a bonus added to all attack rolls the character makes.
- **Fort:** Shorthand for Fortitude Bonus.
- **Ref:** Shorthand for Reflex Bonus.
- **Will:** Shorthand for Will Bonus.
- **Special Features:** The chart also shows which levels in the class grant what special features.
- **Def:** Shorthand for Defense Bonus, which is added to the character's Defense rating.
- **Rep:** Shorthand for Reputation bonus. The higher this bonus, the more likely that the character will be recognized, and gain benefits (or penalties) from it.

SKILL SHORTHAND

Whenever a skill is named as a class skill gained by members of a class, it will have a notation following it, such as (Wis). This is the short name of the ability score that the skill in question is based upon.

TALENT SHORTHAND

Many talents will have a shorthand notation in their description, such as (EX, 5 MP). If the notation is EX, the ability is Exceptional; though impressive, it is not magical. If the notation is SU, the ability is Supernatural; it is a form of magic (though not necessarily a spell), and it is possible that it could be affected by other abilities that affect magic. The MP amount shown is the cost in MP of using the ability; this cost must be paid before the ability is used. If the ability fails to work (because of a failed roll, a save, or some other interference), MP spent are not regained.

STRONG HERO (STR)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+0	+0	+0	Talent	+0	+0
2	+2	+1	+0	+0	Bonus Feat	+1	+0
3	+3	+1	+1	+1	Talent	+1	+1
4	+4	+2	+1	+1	Bonus Feat	+2	+1
5	+5	+2	+1	+2	Talent	+2	+1
6	+6	+3	+2	+2	Bonus Feat	+3	+2
7	+7	+3	+2	+2	Talent	+3	+2
8	+8	+4	+2	+2	Bonus Feat	+4	+2
9	+9	+4	+3	+3	Talent	+4	+3
10	+10	+5	+3	+3	Ability Increase, Bonus Feat	+5	+3

Strong Heroes are those who use their might and physical prowess as their greatest tool. As they advance, they learn new ways to apply their force to their advantage, as well as learning how to push themselves beyond their normal limitations. Strong heroes naturally favor muscle-powered weapons; as they grow in power, they become ever more capable of dealing terrifying damage with such weapons. Many of those who have gone on to other professions pause for a time amid their varied forms of advancement, to practice flexing their strength again for just this reason. The greatest Strong Heroes bend metal bars with ease, can lift heavy gates with ease, and can cut down many of their foes with a single blow.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Strength 11+
- **Class Skills:** Upon becoming a Strong hero the Climb (Str), Jump (Str), and Swim (Str) skills become permanent class skills, if they were not already. If the hero's Intelligence modifier is +1 or higher, and this is the first class they have entered, they may select and gain one additional class skill per point of intelligence modifier upon entering this class.
- **Familiarity:** Strong heroes are familiar with using the following items as weapons and armor: *Axes, Bludgeons, Knight Blades, Spears, and Garb*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Strong heroes may gain Weapon Proficiency, Weapon Grip, and Weapon Specialization as bonus feats, but only specifying weapons on their familiarity list. Also, they may gain Armor Proficiency (Light Armor) as a bonus feat. Finally, they may gain any Focus feat that allows them to specify a Strength-based skill as a bonus feat, but must specify such a skill.
- **Ability Increase:** At tenth level in this class, a hero's Strength score permanently increases by one point.

STRONG TALENTS

- **Brutal Drive:** (*Always Active*) The hero regains energy when they defeat foes. Anytime they deal melee damage that reduces a foe to zero or lower HP, they regain 1 MP for each copy of this talent they possess.
- **Pack Mule:** (*Always Active*) The hero can carry heavy loads with ease. For encumbrance purposes, their strength score is treated as two points higher for each copy of this talent they possess.
- **Extreme Effort:** (*Full-Round Action, MP Varies*) The hero can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check (it does not apply to damage). It requires a Full-round action, to indicate bracing, getting into position, and then exerting all of one's strength. When this is done, they may expend MP up to their character level on this talent; each MP spent grants them a strength bonus equal to the number of copies of this Talent they possess. A level 5 hero could thus spend 5 MP; if they had two copies of this talent, they would gain (5 x 2 =) +10 to their Strength for the check.
- **Smash Through:** (*MP Varies*) The Strong hero has an innate talent for finding weaknesses in objects, and for hammering down other's defenses. When they make a melee strike on an object with hardness, or when they use a melee-based ability (such as using many Knight Break Techniques) that requires the target of a strike to make a save, they may enhance that action with MP. They may spend MP, at most, up to their total character level in this way. When they use this talent, multiply the MP spent by the number of copies of this talent they possess. If striking an object with Hardness, the result is the amount of Hardness ignored. If using a melee-based ability requiring a save on a foe, the save DC is replaced by the result if greater. Thus, for 10 MP, and with 3 copies of this talent, they'd ignore 30 hardness or change an appropriate Save DC to 30.

FAST HERO (DEX)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Talent	+0	+0
2	+1	+0	+1	+0	Bonus Feat	+1	+0
3	+2	+1	+1	+1	Talent	+2	+1
4	+3	+1	+2	+1	Bonus Feat	+3	+1
5	+3	+1	+2	+1	Talent	+3	+1
6	+4	+2	+3	+2	Bonus Feat	+4	+2
7	+5	+2	+3	+2	Talent	+5	+2
8	+6	+2	+4	+2	Bonus Feat	+6	+2
9	+6	+3	+4	+3	Talent	+6	+3
10	+7	+3	+5	+3	Ability Increase, Bonus Feat	+7	+3

Fast Heroes are swift and capable of evading attacks of all kinds. They are also capable of learning many different methods of using their speed to give them the edge in combat situations - often, a confrontation with a fast hero is over before the enemy is entirely sure that one is going to occur. Many fast heroes, when they become involved in quests and other adventurous situations, take on the role of forward observer. Others enter into new roles, learning other skills and capabilities which allow them to use their agility and speed to their advantage in still other ways. Often, fast heroes take on roles which teach them new ways of moving, so that their speed can be put to new uses.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Dexterity 11+
- **Class Skills:** Upon becoming a Fast Hero, the Legerdemain (Dex), Ride & Pilot (Dex), Stealth (Dex), and Tumble (Dex) skills become permanent class skills, if they were not already. If the hero's Intelligence modifier is +1 or higher, and this is the first class they have entered, they may select and gain one additional class skill per point of intelligence modifier upon entering this class.
- **Familiarity:** Fast heroes are familiar with using the following items as weapons and armor: *Ballistic Weapons, Bows, Globes, Curved Blades, and Garb*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Fast heroes may gain Weapon Proficiency, Weapon Speed, and Weapon Specialization as bonus feats, but only specifying weapons on their familiarity list. Also, they may gain Armor Proficiency (Light Armor) as a bonus feat. Finally, they may gain any Focus feat that allows them to specify a Dexterity-based skill as a bonus feat, but must specify such a skill.
- **Ability Increase:** At tenth level in this class, a hero's Dexterity score permanently increases by one point.

FAST TALENTS

- **Evasive Drive:** (*Always Active*) The hero regains energy when they dodge away from foes in combat. Anytime a foe makes an attack roll against the hero, but fails to hit, the hero regains 1 MP for each copy of this talent they possess. Note that "a foe" indicates an actual combat enemy that intends to do severe damage, kill, or capture.
- **Increased Speed:** (*Always Active*) The hero is especially quick; their base speed increases by 5 feet for each copy of this talent possessed.
- **Seizing the Edge:** (*MP Varies*) The hero is able to react to situations with awesome speed. As a free action which they may take outside of normal order (but not during another creature's actions), they may spend MP to boost their initiative. They must be aware of the situation, but may be flat-footed; the maximum MP they may spend this way is equal to their total character level. Each MP spent increases their initiative by an amount equal to the number of copies of this talent they possess.
- **Reflexive Dodge:** (*MP Varies, 1 Str Damage*) The hero can dodge away from things others cannot. When struck with a ranged or melee attack, affected by an area-based effect, or subjected to an effect that allows a Reflex save to reduce damage, they may use this ability. The character makes a reflex save; DC varies. If attempting to dodge an attack, the save is effectively opposed by the attack roll. If attempting to dodge through an area effect, the DC is 20 if none is listed, or the listed DC if one is. If the save succeeds, the hero takes half damage or effect where possible (for complex effects, the GM rules what 'half effect' is). For effects that normally allow a reflex save for half effect, the effect is ignored if the save succeeds. This talent costs (11 MP, minus the number of copies the hero possesses) to use. A hero with one copy pays 10 MP; a hero with six copies pays 5 MP. Also, because the hero strains their body, they receive one point of Strength damage each time they use this talent.

TOUGH HERO (CON)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Talent	+0	+0
2	+1	+1	+0	+0	Bonus Feat	+1	+0
3	+2	+1	+1	+1	Talent	+1	+1
4	+3	+2	+1	+1	Bonus Feat	+2	+1
5	+3	+2	+1	+1	Talent	+2	+1
6	+4	+3	+2	+2	Bonus Feat	+3	+2
7	+5	+3	+2	+2	Talent	+3	+2
8	+6	+4	+2	+2	Bonus Feat	+4	+2
9	+6	+4	+3	+3	Talent	+4	+3
10	+7	+5	+3	+3	Ability Increase, Bonus Feat	+5	+3

Tough Heroes are capable of taking astonishing amounts of punishment. As they progress, they become able to simply shrug off damage from certain sources, and to soak up hurts that would kill another hero instantly. They are difficult to poison, and may even become capable of carrying on despite injuries which would render any other hero unconscious. In time, when their solidity is combined with the skills of another role in life, the toughness gained from this class remains of benefit; they persevere where all others falter and fall. Even tough Mages have an edge when casting spells in rough situations.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Constitution 11+
- **Class Skills:** Upon becoming a Tough Hero, the Composure (Con), and Survival (Wis) skills become permanent class skills, if they were not already. If the hero's Intelligence modifier is +1 or higher, and this is the first class they have entered, they may select and gain one additional class skill per point of intelligence modifier upon entering this class.
- **Familiarity:** Tough heroes are familiar with using the following items as weapons and armor: *Axes, Bludgeons, Spears, Garb, Mail, and Shields*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Tough heroes may gain Armor Proficiency, Armor Compatibility, and Armor Mastery as bonus feats. Also, they may gain any Focus feat that allows them to specify the Composure skill as a bonus feat, but must specify that skill.
- **Ability Increase:** At tenth level in this class, a hero's Constitution score permanently increases by one point.

TOUGH TALENTS

- **Stoic Drive:** (*Always Active*) The hero regains energy when they are struck by foes in combat. Anytime a foe strikes the hero, dealing at least one damage, the hero regains 1 MP for each copy of this talent they possess. Note that "a foe" indicates an actual combat enemy that intends to do severe damage, kill, or capture.
- **Energy Resistance:** (*Always Active*) The hero is less vulnerable to energy attacks. When they would take energy based damage, such as acid, fire, cold, electricity, sonic, holy, or unholy, they take one less point. This reduction occurs after DR for armor is applied.
- **Second Wind:** (*MP Varies*) The hero can regain health by exerting their personal energies. As a Move action, the hero may spend MP to regain Hit Points. For each MP spent, the hero regains as many HP as they have copies of this talent. However, this talent cannot raise a character's hit point total above half of their maximum HP - it does not allow for complete healing.
- **True Grit:** (*MP Varies*) The hero may continue to perform actions when he or she would otherwise be considered unconscious and dying. This talent may be activated as a free action. To do so, they spend one or more MP; the maximum MP they may spend this way is equal to their total character level. The number of MP spent is multiplied by the number of copies of this talent they possess. A number of points of Hit Point damage equal to the result of this multiplication are temporarily ignored (until the hero's next initiative); if this means the character is effectively still above 0 HP, they may continue to act. While using this talent, damage received is added up as normal, and can force the character to activate the talent again if they wish to remain conscious (repeated activations before the hero's initiative overlap, not stack). If not reactivated on a character's initiative, all wounds taken affect the character immediately; this can result in them instantly falling dead.

SMART HERO (INT)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Talent	+0	+0
2	+1	+0	+0	+1	Bonus Feat	+0	+1
3	+1	+1	+1	+1	Talent	+1	+1
4	+2	+1	+1	+2	Bonus Feat	+1	+2
5	+2	+1	+1	+2	Talent	+1	+2
6	+3	+2	+2	+3	Bonus Feat	+2	+3
7	+3	+2	+2	+3	Talent	+2	+3
8	+4	+2	+2	+4	Bonus Feat	+2	+4
9	+4	+3	+3	+4	Talent	+3	+4
10	+5	+3	+3	+5	Bonus Feat	+3	+5

Smart heroes use their minds to find and seize the advantage in every situation, cleverly dealing with the world around them. Smart Heroes often take on academic vocations, and are usually the best person to ask when you need some unusual or confusing task performed. They can often be found working or studying in any place where knowledge is collected and stored, but some of them seek out new knowledge in the world at large, hoping to learn obscure facts about things of interest to them. Many become Black Mages later in their careers, though some learn to mimic the abilities of those around them, or gain even more arcane abilities. Smart heroes often have the right skill for the job, and are capable of working around and circumventing those foes and hazards which they cannot deal with directly.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Intelligence 11+
- **Class Skills:** Upon becoming a Smart Hero, the Crafts (Int), Education (Int), and Observation (Int) skills become permanent class skills, if they were not already. If this is the character's first class; then the hero may also choose and gain a number of additional class skills equal to (4+ their Int Modifier). If not, they may choose and gain two additional class skills.
- **Familiarity:** Smart heroes are familiar with using the following items as weapons and armor: *Robes, Garb, and any one weapon (chosen upon entering this class)*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Smart heroes may gain Weapon Proficiency, and Weapon Focus as bonus feats, but must specify the same weapon they chose for familiarity. Also, they may gain any Focus feat as a bonus feat. Finally, a Smart hero may take the magical feat Personal Reserves as a bonus feat.

SMART TALENTS

- **Mastery Drive:** (*Always Active*) The hero regains energy when they make use of their skills. Anytime they make a skill check against a set DC equal to or greater than (15 = their total character level), the hero regains 1 MP for each copy of this talent they possess. When taking then or taking twenty, this talent does not apply.
- **Academic Study:** (*Always Active*) The hero may apply their intellect to some skills that it usually doesn't apply to as strongly. Each time this talent is gained, choose one of the skills below, which the hero must have as a class skill. That skill's key ability, when used by the hero, is treated as Intelligence rather than the normal ability score. The possible skills are: *Beastkeeping, Commerce, Deceit, Heal, Legerdemain, Perform, and Stealth*.
- **Instant Analysis:** (*MP Varies*) The smart hero can determine how difficult a given skill-based task would be. They activate this talent as a move action, spending MP equal to (10, minus the number of copies of this talent they possess). The GM then tells the player the appropriate skill for, and DC of, a task the hero proposes. The hero must have enough information about the task to make a reasonable estimate.
- **Combat Analysis:** (*MP Varies*) The smart hero can analyze a foe's movements and actions. This talent may only be used on visible foes, and only after a full round of combat. The hero activates this talent as a move action, spending MP equal to (10, minus the number of copies of this talent they possess). The GM then tells the player the target's Defense, current Hit Points, Speed, Total Attack Bonus, the damage it does with it's most recently-used attack, and any elemental Resistances or Vulnerabilities it has. If the target has not made use of one of these scores (has not moved in the case of speed, has not taken damage in the case of hit points, and so on) then that information is not learned.

DEDICATED HERO (WIS)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Talent	+0	+0
2	+1	+1	+0	+1	Bonus Feat	+1	+1
3	+2	+1	+1	+1	Talent	+1	+1
4	+3	+2	+1	+2	Bonus Feat	+2	+2
5	+3	+2	+1	+2	Talent	+2	+2
6	+4	+3	+2	+3	Bonus Feat	+3	+3
7	+5	+3	+2	+3	Talent	+3	+3
8	+6	+4	+2	+4	Bonus Feat	+4	+4
9	+6	+4	+3	+4	Talent	+4	+4
10	+7	+5	+3	+5	Bonus Feat	+5	+5

While others may be known for their power and grace, the Dedicated hero is known for their empathy and insight. They are often the stable center of any group, keeping that group cohesive by mediating between its more factitious members. Some Dedicated Heroes become local heroes, centered in a given locale. Others become healers, whether magical or otherwise (though they are rarely considered “ordinary”). Some wander, using their talents where they are needed. Very few turn to darkness and foul deeds, but those that do are often the most frightening and difficult-to-fool of adversaries. Dedicated heroes are the most difficult to sway with tricks or words, and are sometimes stubborn in their beliefs. Infuriatingly, they also tend to be correct, as they are quite aware of their environment.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Wisdom 11+
- **Class Skills:** Upon becoming a Dedicated hero, the skills Awareness (Wis), Composure (Con), Heal (Wis), and Survival (Wis) become permanent class skills. If the hero's Intelligence modifier is +1 or higher, and this is the first class they have entered, they may select and gain one additional class skill per point of intelligence modifier upon entering this class.
- **Familiarity:** Dedicated heroes are familiar with using the following items as weapons and armor: *Bludgeons, Globes, Knight Blades, Garb, and Robes*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Dedicated heroes may gain Armor Proficiency (Light Armor) and Armor Compatibility (Light Armor) as bonus feats, as well as Weapon Proficiency and Weapon Focus for the weapons on their Familiarity list. They may gain Focus feats for any Wisdom-based skill they possess. Finally, they may gain the magical feat Personal Reserves as a bonus feat.

DEDICATED TALENTS

- **Comrade's Drive:** (*Always Active*) The hero is energized by giving assistance to their allies. Whenever an ally that the hero is aiding (using the Aid Another action) succeeds at the roll they are being aided on, but only by a margin equal or less than the bonus granted by aid another, the hero regains 1 MP per copy of this talent possessed. If the ally would have succeeded even without the dedicated hero's bonus, the dedicated hero gains no benefit from it.
- **Greater Aid:** (*Always Active*) The hero gives greater bonuses to allies that they aid. The bonus on attempts they make to aid another increases by +1 per copy of this talent on a successful aid another check.
- **Intuition:** (*MP Varies*) The Dedicated hero has an innate ability to sense trouble in the air. Whenever the GM sets up a combat situation, and makes checks for awareness, the hero may instantly spend MP to improve the chances. Each MP that they spend gives them a +1 bonus per copy of this talent possessed to be aware of the situation. The hero may activate this talent only once for each such check, but may activate it in response to being told that they are unaware, in order to retroactively apply this bonus to their roll. They may not activate this talent if combat has already begun.
- **Unswerving:** (*MP Varies*) The hero may expend their energies in an effort to become impossible to disrupt mentally. This ability is used reflexively when any being uses a power, spell, or ability on the hero which would alter their perceptions, attitude, or mental state (but not those that simply deal damage or the like), and which allows a Will save. The hero spends one or more MP; the maximum MP they may spend this way is equal to their total character level. Each MP spent grants a +1 bonus for each copy of this talent the hero possesses. Thus, a character with three copies of this talent who spent 4 MP would gain a $(3 \times 4 =) +12$ bonus on their save.

CHARISMATIC HERO (CHA)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Talent	+0	+1
2	+1	+1	+1	+0	Bonus Feat	+0	+2
3	+1	+1	+1	+1	Talent	+1	+3
4	+2	+2	+2	+1	Bonus Feat	+1	+4
5	+2	+2	+2	+1	Talent	+1	+5
6	+3	+3	+3	+2	Bonus Feat	+2	+6
7	+3	+3	+3	+2	Talent	+2	+7
8	+4	+4	+4	+2	Bonus Feat	+2	+8
9	+4	+4	+4	+3	Talent	+3	+9
10	+5	+5	+5	+3	Bonus Feat	+3	+10

The Charismatic Hero charms their way through, into, and out of difficult situations regularly. Though they may take on other roles, they will always retain the ability to win their way with no more than a quick word and a winning smile. As they progress, they may become charming enough to dazzle their foes, or cutting enough to infuriate even the most stolid of chosen foes; they may become leaders, capable of directing allies to even greater excellence. Many charismatic heroes are performers, and strive to master the performing arts to an even greater degree. Others take on the mantle of the warrior or magician, taking their charm to the battlefield or the laboratory. A few even rise to befriend animals and other creatures.

GENERAL FEATURES & REQUIREMENTS

- **Minimum Requirements:** Charisma 11+
- **Class Skills:** Upon becoming a Charismatic hero, the skills Beast Keeping (Cha), Deceit (Cha), Diplomacy (Cha), and Perform (Cha) become permanent class skills, if they were not already. If the hero's Intelligence modifier is +1 or higher, and this is the first class they have entered, they may select and gain one additional class skill per point of intelligence modifier upon entering this class.
- **Familiarity:** Charismatic heroes are familiar with using the following items as weapons and armor: *Garb, Robes, and any one weapon (chosen upon entering this class)*. Each level after the first in this class, they gain full proficiency with one of these items.
- **Bonus Feats:** Charismatic heroes may gain Weapon Proficiency, and Weapon Focus as bonus feats, but must specify the same weapon they chose for familiarity. Also, they may gain any Focus feat as a bonus feat, but must specify a Charisma-based skill. Finally, a Charismatic hero may take the magical feat Personal Reserves as a bonus feat.

CHARISMATIC TALENTS

- **Untouchable Drive:** (*Always Active*) The hero regains energy through confirmation that their charm will see them through even the roughest situations. At the end of any combat round, if the hero has not been attacked, they regain one MP for each copy of this talent they possess. This talent cannot be used if no foes were able to attack the hero that round, or if they would have provoked attacks of opportunity in doing so. Foes who have been baffled (using the Baffle ability, below) count as able to attack, and as having chosen not to.
- **Well-Known:** (*Always Active*) The hero's reputation has greater effect on those that know of them. When their reputation causes them to gain them a bonus or penalty to checks, increase the size of that bonus or penalty by one for each copy of this talent the hero possesses.
- **Baffle:** (*Opposed Check, Full-round Action*) The hero has the ability to temporarily confuse a GM character with convincing arguments and smooth talking. The target must be within 30 feet, and must be able to hear and understand the hero. An opposed check (1d20 + the hero's Charisma modifier + their Level in the class against the target's Will Save). If the hero wins this opposed check, the target is dazed (unable to act, but can defend normally) for 1 round for each copy of this talent the hero possesses. A given target may only be subjected to this ability once per encounter; afterwards, whether it is successful or not, that target is immune to bafflement.
- **Advise:** (*MP Varies; Full round action*) The hero has a knack for getting people to work together. The hero provides allies that can hear and understand them, and that are within 30 feet a bonus on attack rolls (but not damage rolls) and skill checks. The size of the bonus is equal to the number of copies of this talent the hero possesses. It lasts one round at full benefits per MP spent, decreasing by +1 each round after that. Multiple activations overlap, not stack (use the best).

OPTIONAL CLASS RULES

INFINITE PROGRESSION

It is possible to extend the Core Classes out beyond level ten, if the GM wishes to do so. When doing so, find the correlating Base Attack, Save, Defense, and other bonuses on the table below, and continue progressing as normal. If this form of progression is used, it's recommended that special features be granted as shown in the table below as well. Using the talents, bonus feats, and ability score gains as described in that class normally.

Lvl	A	B	C	D	E	Special Features
1	+1	+0	+0	+0	+0	Talent
2	+2	+1	+1	+1	+0	Bonus Feat
3	+3	+2	+2	+1	+1	Talent
4	+4	+3	+2	+2	+1	Bonus Feat
5	+5	+3	+3	+2	+1	Ability Increase
6	+6	+4	+4	+3	+2	Talent
7	+7	+5	+4	+3	+2	Bonus Feat
8	+8	+6	+5	+4	+2	Talent
9	+9	+6	+6	+4	+3	Bonus Feat
10	+10	+7	+6	+5	+3	Ability Increase
11	+11	+8	+7	+5	+3	Talent
12	+12	+9	+8	+6	+4	Bonus Feat
13	+13	+9	+8	+6	+4	Talent
14	+14	+10	+9	+7	+4	Bonus Feat
15	+15	+11	+10	+7	+5	Ability Increase
16	+16	+12	+10	+8	+5	Talent
17	+17	+12	+11	+8	+5	Bonus Feat
18	+18	+13	+12	+9	+6	Talent
19	+19	+14	+12	+9	+6	Bonus Feat
20	+20	+15	+13	+10	+6	Ability Increase
+1	+1	+3/4	+2/3	+1/2	+1/3	Repeat Cycle

Once level 20 in a class is reached, increases to the various bonuses may be limited by level (as described in the Detailing Chapter). However, otherwise, simply add the fraction shown to the bonus; this fraction is not rounded off, but is ignored in play, until further gains put it to or above a whole number. The Talent / Feat / Ability increase cycle repeats every five levels - it is also possible to use this progression for the classes without using the infinite progression rules. These rules can also be applied to many of the Advanced classes, though the rules differ slightly; see the Optional rules at the end of that chapter for more details on this possibility.

REGULATED HP AND MP

After first level, rather than rolling a die, the GM may choose to state that characters instead gain a number of permanent magic points and hit points equal to (Half the maximum that could be rolled on the die give, plus appropriate Modifier, plus one). Thus, a character that would roll a d8 for magic or hit points would instead gain 5 such points, plus the appropriate modifier.

CLASS POWERUPS

The GM may choose to allow players to customize their chosen class. If they do so, then player may choose to sacrifice one Level-dependant Feat (not a class bonus feat) to either improve a bonus progression (such as Base Attack) by one step to the left on the chart shown for Infinite progression. These improvements are retroactive, meaning that a character at level ten in a class with a B progression for attack who changes it to an A progression would have the Base Attack bonus for that class jump from +7 to +10 instantly.



MORE CLASS OPTIONS

CLASS CUSTOMIZATION

Whether in place of or combined with Class Powerups, the GM may allow characters to alter their basic class by adding further talents to it. To do so, the character sacrifices one Level-dependant Feat (not a class bonus feat), and chooses one talent from another class. They must have the requisite ability score required to enter the class they choose. That talent is then added to the class list for the class they are in. The same rule may be employed to add Techniques from Advanced classes to a Basic class, requiring that the character have all the prerequisites for that class before doing so, and be proficient with at least one of the weapons the Advanced class gains feats for, if any. In this case, all the Techniques of that class become available as if they were talents, at the cost of only one feat.

SEALED CLASSES

If Infinite Progression or some similar house rule is in use, the GM may dictate that once a character has chosen a class, they remain in that class for the rest of their career, and cannot gain levels in other classes. This optional rule is most often combined with Class Powerup and Class Customization, or both.

FAMILIARITY OPTIONS

The GM may choose to rule that instead of receiving Familiarity, all characters instead receive full Proficiency with all weapons and armor on their Familiarity list. They should also note when exercising this option whether they intend to apply it to both Basic and Advanced classes, only to Basic Classes, or only to the first Basic Class entered.

On the opposite end of the spectrum, the GM might decide that characters who are using any weapon or armor not on a given classes' familiarity list must pay double MP when using any MP-based ability of that class. This rule may be used with either basic or Advanced classes, but it is best used to enforce the feeling of "class kits" from earlier Final Fantasy titles.

As a third possibility, the GM may decide that characters may gain feats that require proficiency with specific armor and weapons without having that proficiency. However, the weapon and armor specified by that feat must be on their classes' Familiarity list, and they cannot use feats gained in this way if they are using any armor or weapons outside of that list. This option also helps creating the feel of "class equipment", but is empowering rather than limiting.

MP-FREE TALENTS

The GM may choose to remove MP use from the "variable MP" talents; if this is done, such abilities are simply treated as if 2 MP were spent instead.

DRIVE AND OVERDRIVE

The six Drive talents (Brutal, Evasive, Stoic Mastery, Comrade's, Untouchable) can be used to create a separate MP pool known as an Overdrive pool. If this is done, apply the following rules:

- When a character would normally gain MP from a Drive talent, they instead gain Overdrive points.
- A character may hold up to as many Overdrive points as (their character level x 10).
- A character may only spend Overdrive points when their Overdrive pool is full; when it is, spending any Overdrive points at all means that the pool empties at the end of the action in which they were spent (thus, it's best to spend as many as possible).
- Overdrive points are spent as if they were MP. However, when using them, the character does not suffer from MP maximums to cast spells, and talents and techniques activated with Overdrive points which normally don't stack *do* stack when they are powered with Overdrive.
- You can't spend MP and Overdrive the same round; it's one or the other.
- Overdrive points cannot be Invested as MP can.
- The GM may choose to rules that only one Drive is active at a time, and that changing drives is a Move action which also empties your Overdrive pool.
- The GM may choose to grant all characters one additional Drive at first level, or to limit selection of Level-dependant talents to the Drive talents, or both.

STARTING ADVANCED

A GM may choose to rule that characters can (and, possibly, must) begin play in an advanced class rather than a basic class, possibly even ruling that these basic classes are not available. This is appropriate to some of the Final Fantasy worlds; however, the following optional rules may assist in such a game setting:

- Characters in advanced classes may gain talents from the basic class with the same key ability score. A hero in an advanced class that grants bonus MP for a high strength modifier could thus choose talents from the Strong Hero list as class talents.
- Characters starting play in an advanced class must put all available feat selections (including level-dependant feats) and skill points into gaining any prerequisite skills and feats for their chosen class, until all prerequisites are met. If skill rank maximums prohibit this for some skills, those skills must be kept at maximum ranks until the requirements are met.
- Characters may not leave the advanced class they enter play in until they have fulfilled all the prerequisites of it. Thus, the listed prerequisites are not requirements for entry into the class, but requirements to meet before a character may leave it.



3

SKILLS

GAMMA VERSION

GAINING SKILLS

A skill is a learned ability your character possesses; something that they can better at by practicing it. Skills are measured in Ranks; the more ranks you have, the better you are at that skill. When a character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. Non-class skills cost 2 points per rank.

- **At Creation:** When your character is first created, they have "free points" to spend on skills equal to four times (Class amount + Int Modifier), and at least four skill points to spend.
- **Each Level:** A character gets more skill points; they gain as many points as (the number listed for their class, plus Intelligence Modifier).
- **Maximum Ranks:** A character can only learn so much at each level. A character's maximum ranks for Class skills are equal to (their Level + 3), or half of that amount for skills that are not Class skills.

SKILL CHECKS

To make a skill check, roll as shown at the end of this paragraph. Skills can be used even if the character has no ranks in the skill (+0) unless the skill title has the notation T (for Trained). Miscellaneous modifiers include bonuses provided by feats, and penalties such as encumbrance, among others. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

- **1d20 + skill ranks + other modifiers = DC Beaten**
- **Difficulty Class & Opposition:** Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed. Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result.
- **Check Times:** The time required to use a skill is given with the DC in parentheses with each use.

SPECIAL CASES

- **Retries:** In general, you can try a skill check again if you fail, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account.
- **Encumbrance:** When a character is weighted down, some skills are harder to use. Your Encumbrance penalty affects a skill if it has "ENC" in the title.
- **Tools:** Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check. A character may be able to put together some impromptu tools to make the check, reducing the penalty to -2. It usually takes some time to collect or create a set of impromptu tools, and it may require a skill check as well.
- **Taking 10:** When you are not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many tasks, taking 10 makes them automatically successful.
- **Taking 20:** When you have plenty of time, and when the skill being attempted carries no penalties for failure, you can take 20. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right. Taking 20 takes twenty times as long as making a single check would take.
- **Cooperation:** Sometimes the PCs are reacting to the same situation, but can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10.) For each helper who succeeds, the leader gets a +2 circumstance bonus. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

AWARENESS (Wis)

Awareness is an instinctive skill; it represents the ability to spot things that don't fit in, detect danger as it approaches, and the like. For more methodical approaches to sensory ability, see the Observation skill.

- **Listen:** (*DC Varies; Reaction or Partial Action*) Make a Awareness check against a DC that reflects how quiet the noise is that you might hear or against an opposed Move Silently check. The DM may make the Listen check so that you don't know whether not hearing anything means that nothing is there, or that you rolled low. In the case of people trying to be quiet, the listed DCs could be replaced by stealth checks, in which case the DC would be the average result (or close to it).
- **Spot:** (*DC Varies; Reaction*) Spot is used to detect characters or creatures who are easily missed or are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a Spot check is necessary to notice it. A Spot check result of greater than 20 can generally let you become aware of an invisible creature near you (though you can't actually see it). Spot is also used to detect someone in disguise. You can make a Spot check every time you have the opportunity to notice something in a reactive manner.
- **Gather Hunch:** (*DC 20; One Minute*) This use of the skill essentially means making a gut assessment of any situation. You will learn in this way if something is not what it appears or pretends to be, though not exactly what the problem is.
- **Sense Enchantment:** (*DC 25; Reaction*) You can tell that someone's behavior is being influenced by any effect against which they received (and, generally, failed) a Will save, even if that person isn't aware of it herself.
- **Sense Empowerment:** (*DC 35; Reaction*) You can tell that if a creature, location, structure, or object is being affected by any power or unusual effect (you will also gain a very vague sense of what kind of effect is taking place, but no specific information beyond that).

BEAST KEEPING (Cha, T)

This skill is used to gentle, animals and to train and command gentled animals.

GENTLE AN ANIMAL (DC 20; 25 Total hours)

"Gentling" is used to change a wild animal to a domestic one so it can be handled. The animal must be kept under your control until the process is complete.

HANDLE AN ANIMAL (DC 20; Move Action)

This means to command an animal to perform a trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by 5. If successful, the animal performs the task or trick on its next action.

PUSH AN ANIMAL (DC 25; Full-round Action)

To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action, but *only* on that action.

TEACH A TRICK (DC Varies; 200 Total hours)

An animal can learn up to (Intelligence + 3) tricks. Tricks include, but are not limited to, the following.

- **Attack (DC 20):** The animal attacks apparent enemies. The character may direct the animal to a specific enemy.
- **Come (DC 15):** The animal comes to the hero, even if the animal normally would not do so.
- **Defend (DC 20):** The animal defends a location, person, or object (or waits to defend the it if no threat is present).
- **Fetch (DC 15):** The animal goes and gets something. The character must point out a target, or else the animal fetches a random object.
- **Heel (DC 15):** The animal follows the character closely, even to places it normally wouldn't go.
- **Perform (DC 15):** The animal does various simple tricks such as sitting up, rolling over, and so on.
- **Seek (DC 15):** The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal varies, but animals almost always find other creatures interesting.
- **Stay (DC 15):** The animal stays, waiting for the hero. It does not challenge others, but it defends itself if it must.
- **Track (DC 20):** The animal tracks a scent presented to it.
- **Work (DC 15):** The animal pulls or pushes a medium or heavy load, or carries a burden or rider.

CLIMB (Str, Enc)

This skill is used for climbing, as well as for clinging, rope swinging, and similar tasks.

BASIC CLIMBING (DC Varies; Partial Action)

With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds), one-fourth of your speed. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check means that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have attained.

- **Time:** Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.
- **Rapid Climbing:** You can double your speed as a full-round action (requiring two Climb checks), but you suffer a -20 penalty to her check.
- **Chimney Climbing:** Climbing inside an air duct or other location where one can brace against two opposite walls reduces normal DC by 10.
- **Corner Climbing:** Climbing a corner where a character can brace against perpendicular walls reduces normal DC by 5.

DC	Example
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a bracing wall. A rugged cliff.
15	A tree, chain-link fence, unknotted rope.
20	A coarse masonry wall.
25	A brick wall; overhang with fingerholds.
70	A perfectly smooth, flat, vertical surface
100	A perfectly smooth, flat, overhang or ceiling

SWINGING (DC Varies; Partial Action)

The climbing skill is also used to swing on ropes, chains, and similar items. The base DC to swing ten feet is 10; this increases by one per added five feet, and may be increased for other factors as well.

OVERFLIP (DC 25; Partial Action)

If hanging by your hands from a ledge or similar point, or able to reach one, you may attempt this check to flip back and onto the surface in question. DC is 35 to attempt this with only one hand.

SNAG (DC Varies; Supplements a Jump)

Usable only when you deliberately jump at or past a solid wall or other climbable surface, this check allows you to grab that surface and cling. DC is as for climbing that surface, plus one per five feet of movement in the jump. Failure indicates a fall.

COMMERCE (Wis)

This skill indicates an aptitude with professional activities, with marketplaces, and with practical economics.

CIPHERING (DC 5; Time Varies)

This is the ability to do simple mathematical manipulations - add, subtract, multiply and divide. Ignore this usage in any society where mathematics are part of basic education; in such cases, such checks simply succeed - this use is intended for truly 'low-tech' settings. Untrained use is "counting on fingers," feasible only for adding and subtracting numbers below 20.

APPRAISAL (DC 12+; One Minute)

You can appraise common or well-known objects within 10% of their value (DC 12). Failure means you estimate the value at 50% to 150% of actual value. (For a common or well-known item, your chance of estimating the value within 10% is fairly high even if you fail the check-in such a case, you made a lucky guess.) Rare or exotic items require a successful check against DC 15, 20, or higher. You can't retry this skill on the same object, regardless of success.

EARN A LIVING (DC Open; One Week)

You can practice a trade and make a decent living, earning about twice times your check result in Gil per week of dedicated work; if you intend to use this option, you must choose at least one Professional specialty. Professional specialties include all service (but not craft or entertainment-based) jobs, such as bartender, merchant, smuggler, shopkeeper, and so on. You may choose up to one specialty per rank of Commerce you possess. An attempt to use a this skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

ECONOMIC TACTICS (DC 15; One Minute)

This is the ability to determine what kinds of localized economic effects a given action might have, if any. A character could use this mechanic to predict local effects of economic changes, such as the introduction of new materials or techniques, the destruction of a power plant or a merchant house, and similar situations. This use of Commerce is mainly important to merchants, or to characters wishing to determine if a given community could support a project they desire, or what kinds of raids might financially ruin a an evil despot. The GM may change the DCC based on the amount the character knows about the area.

COMPOSURE (Con, T)

You are capable of great feats of resilience; your mind can be focused to an impressive, even incredible degree, shuffling distractions aside. To some degree, characters with ranks in this skill even have the ability to control small portions of their involuntary body systems.

RESIST FEAR (DC 15; Reaction)

In response to a fear effect, you can make a Composure check on your next round even if overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

CONCENTRATE (DC Varies; Reaction)

If you are struck by an attack or otherwise jostled or interrupted while using a skill or casting a spell, you must make this check or you will automatically fail in the attempt. Since spellcasting provokes attacks of opportunity, this use of Composure is especially important to Mages of various types. The DC for checks if struck is 10 + damage dealt. DCs for situations such as trying to concentrate while being jostled in a narrow hall or in a bouncing wagon are between 15-20; truly violent buffeting or being on fire might raise DC as high as 30 or more.

FOCUS (DC 20; Partial Action)

You may focus on one action, so as to avoid distraction. If the check succeeds, you may attempt the action normally, and are not required to make a Concentration check if struck or otherwise distracted. A successful focusing allows a character to take 10 on a check when in a stressful situation, but does not reduce time requirements. For spellcasters, this is often used as a way to “brace” before casting a spell, so that if they are struck or otherwise jostled during the casting, they are not distracted.

IGNORE CALTROP WOUND (DC 13; Reaction)

If you are wounded by stepping on caltrop, your speed is reduced to one-half of normal. A successful round of concentration and a Composure check removes this movement penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion.

TOLERATE POISON (Poison's DC; Reaction)

In response to being poisoned, you can make a Composure check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

CRAFTS (Int)

This skill enables the character to create, repair, forge, and sabotage various items. You may choose up to one specialization - a kind of item that you can work with for each rank you have (and must choose at least one). Your ranks apply only to these items. Specializations include, but are not limited to, the following; the GM decides what is and is not an appropriate specialization:

- Weapon Groups (Each is its own specialization)
- Armor Groups (Each is its own specialization)
- Special Qualities (Each is its own specialization)
- Visual Arts (Each of these, such as painting, drawing, sculpting, etc., its own specialization).
- Chemical Items (Each of these, such as Potions, Ethers, and so on, its own specialization).

CRAFT GOODS (Int; Time Varies)

You may craft any items. To determine what is needed to make an item, follow these steps:

1. Pay 1/5 of the item's sale price in raw materials.
 2. Put in a week's work, and make a skill check.
 3. If the check succeeds, multiply the check result by the DC. This is progress (in Gil) towards creating the item. Each week you make more progress until your total reaches the price of the item. You can make checks by the day instead of by the week, in which case your progress (result x DC) is 1/10 normal. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the materials and must buy them again to continue.
- *Repairs*: You can also repair an item at the same DC that it takes to create it. The materials cost to repair an item is one-tenth its price.
 - *Spurious Goods*: You can create spurious goods (such as false ID, or swords intended to pass as real but made of steel-covered tin). Use 1/20 actual cost for raw materials cost, but use actual prices for marking progress. If someone examines them, they make an Observation check against the *worst* craft check rolled during creation to detect the falsity.

SABOTAGE (DC and Time Vary)

Use this skill to disarm a trap, jam a lock (open or closed), or rig a wagon wheel to fall off. This requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). The GM makes the check so that you don't know if you've succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is, from a partial action at DC 10 (for simple items) to 5 full rounds and DC 40 (for very intricate devices). You also can rig simple devices such as wagon wheels to work for a while and fail later (1d6 rounds or minutes of use).

DECEIT (Cha)

LYING & BLUFFING (Opposed; Time Varies)

When lying to a target that might not believe you, you contest your Deceit against the subject's Diplomacy to convince them. Success indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want them to. A lie always takes at least a full round, but can take much longer. Generally, a failure makes the target too suspicious try again in the same circumstances.

EXAMPLE MODIFIERS TO DC

<i>The target wants to believe the character.</i>	-5
<i>The lie is believable and doesn't affect the target.</i>	+0
<i>The lie is a little hard to believe.</i>	+5
<i>The lie puts the target at some kind of risk.</i>	+5
<i>The lie entails a notable risk for the target.</i>	+10

FEINTING (Opposed; Partial Action)

You can also use Deceit to mislead an opponent in combat so that he can't dodge your attack effectively. Doing so is a general action. If you are successful, the next attack you make against the target ignores their dexterity bonus and any shield they have. Against a creature of animal intelligence (Int 1 or 2), this requires a -8 penalty on the check.

INNUENDO (DC 10; Partial Action)

Characters can use Deceit to send one-phrase secret messages while seeming to speak about other things. Anyone hearing the speech containing the message can attempt an opposed Awareness check. If successful, the listener realizes that a secret message is contained in the communication. If the listener succeeds by 5 or more, they understand the secret message. Any failure by 5 or more bungles the message in some fashion.

DISGUISE (DC 10; 20 Minutes)

Use this system to change your appearance or someone else's. The effort requires at least a few props. You can also impersonate people, either individuals or types, so that, for example, you might, with little or no actual disguise, make yourself seem like a traveler even if you're a local. Your check result determines how good the disguise is, and it is opposed by the Awareness checks of anyone you draw attention from. The Guide makes your check secretly so that you're not sure how good it is, and it lasts for the duration of the disguise.

<i>Example Circumstances</i>	<i>DC Modifier</i>
<i>Minor Details only</i>	-5
<i>Disguised as other gender</i>	+5
<i>Disguised as other Age category</i>	+5
<i>Disguised as other species</i>	+10

DIPLOMACY (Cha)

GAUGE ATTITUDE (DC 10+; Brief Interaction)

You may figure out what kind of attitude a given character or creature has towards you by interacting with them momentarily (making a statement and gauging their response), and making this check. (Attitudes are displayed below). If they are using Deceit to fake an attitude, this is opposed - success will not tell you what their true attitude is, only that the one they are holding up is false.

CHANGE ATTITUDE (DC Open)

You can change the attitude of any person or creature you are interacting with. See the chart following. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table. Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has become more firmly committed to his position, and a retry is futile.

- **Hostile:** Will take risks to hurt or avoid you. May attack, interfere, berate, or flee from you.
- **Unfriendly:** Wishes you ill. May mislead, avoid, watch suspiciously, insult, or gossip about you.
- **Neutral:** Doesn't much care about you. Will act as is socially expected of them.
- **Friendly:** Wishes you well. May chat, advise, offer limited help, or advocate on your behalf.
- **Helpful:** Will take risks to help you. Will protect, back up, heal, or aid you normally as asked.

<i>Initial Attitude</i>	<i>New Attitude</i>				
	<i>Hostile</i>	<i>Unfriendly</i>	<i>Neutral</i>	<i>Friendly</i>	<i>Helpful</i>
<i>Hostile</i>	19-	20	25	35	50
<i>Unfriendly</i>	4-	5	15	25	40
<i>Neutral</i>	-	0	1	15	30
<i>Friend</i>	-	-	0	1	20
<i>Helpful</i>	-	-	-	0	1

LEARN THE GOSSIP (DC 10, Four Hours)

Given an hour to use for chatting up local gossips, you can get a general idea of what the basic states of the local area are like, assuming no reasons exist why the information would be withheld. Such items include generalized information on the local military and police forces, a quick summary of any local customs or laws that differ notably from the norm, the local economic state, recent weather, and any notable recent events in the area or in the lives of local notable figures. One such item of information can be gained per check.

EDUCATION (Int)

You have studied one or more bodies of knowledge; a character with this skill must choose at least one of the following specializations, and may choose up to as many as they have ranks of this skill. Specializations include, but are not limited to, the following; the GM decides what is and is not an appropriate specialization:

- Arcana (arcane traditions, groups, symbols, etc.)
- Engineering (buildings, bridges, fortifications, etc.)
- Geography (lands, climate, peoples, customs, etc.)
- History (royalty, wars, migrations, dates, etc.)
- Local (legends, inhabitants, laws, traditions, etc.)
- Nature (plants, animals, seasons, weather, etc.)
- Nobility (families, heraldry, customs, laws, etc.)
- Religion (gods, myths, faiths, symbols, etc.)

BASE KNOWLEDGE (DC Varies; Free Action)

When there is a question as to whether or not you know a given piece of information, you may make a check to determine if you know it. The Guide sets the DC for such a check, as below. You may not try this check again for the same information, nor may you take ten or twenty on this check. Base DCs are:

- 10** Known by one person in ten.
- 15** Known by one person in one hundred.
- 20** Known by one person in one thousand.
- 25** Known by one person in ten thousand.
- 30** Known by one person in 100 thousand.
- 35** Known by one person in a million.

SOME MODIFIERS TO DC

- 5** A major factor in the character's origins.
- 0** Related to the character's origins.
- +5** Outside of the character's origins.
- +10** Foreign to the character's origins.

RESEARCH (DC Varies; One Hour)

You may attempt to discover information by means of research from reference materials. DC is as per Basic Knowledge, above, but the GM will apply any of the following modifiers that apply to the DC. You may try research repeatedly, but must change at least half your research materials each time. Note also that the "materials" modifiers below measure only the amount of *on-topic* information.

- 20** The main subject of the material.
- 10** A comprehensive library
- 10** A major factor in the material's subject.
- 5** An encyclopedic series.
- +0** A shelf of reference books.
- +0** Related to the material's subject.
- +5** A general manual.

HEAL (Wis)

FIRST AID (DC 15; Full Round)

First aid means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), you can make her stable with the help of a medical kit. The character regains no hit points, but does stop losing them. The check is a full-round action.

TERM CARE (DC 15; One Hour)

With a medical kit, this application allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 damage per character level restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care. You can tend up to as many patients as you have ranks in the skill. The patients need to spend all their time resting. The required hour of care may be broken up into smaller segments, but must all be applied that day.

RESTORE HIT POINTS (DC 15; One Hour)

With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d6 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used on a character only once per day.

REVIVE OTHER (DC 15; Full-Round)

With a medical kit, the character can remove the dazed, stunned, or unconscious condition from a character. A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

TREAT POISON (Poison's DC; Full-Round)

To treat poison means to tend a single character who has been poisoned and is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your result in place of her saving throw if your Heal result is higher.

TREAT DISEASE (Disease's DC; One Hour)

To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. The diseased character uses your result in place of his or her saving throw if your Heal result is higher.

JUMP (Str, Enc)

This skill is used to jump up so you can grab things, to jump down from high places, and so on. The DC and the distance the character can cover vary according to the type of jump the character is attempting. If a character's speed is greater than 30 feet, they gain a bonus of +2 for every 5 feet over 30. If they have ranks in the Jump skill and succeed on a check, they land on their feet (when appropriate) and can move as far as their remaining movement allows. Distance moved by jumping is counted against maximum movement in a round. Characters can start a jump at the end of one turn and complete it at the beginning of the next.

- **Long Jump (DC Varies, Move Action):** A horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, a character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. A character cannot jump a distance greater than his or her normal speed. All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled. If a character fails the check by less than 5, they don't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. They end their movement grasping the far edge. If that leaves them dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).
- **High Jump (DC Varies, Move Action):** This is a vertical leap. A character's jumps up a total distance of one foot for each two full points by which their check result is greater than 3 (a result of six to eight is one foot, from nine to eleven is two feet, and so on). Note that most characters can reach above them about eight feet, so jumping to grab something above you adds this amount.
- **Hop Up (DC 10, Special):** A character can jump onto something as tall as their waist with this check, as 10 feet of movement. No running start is required.
- **Jumping Down (DC 15, Move Action):** If a character intentionally jumps from a height, they take less damage than if they just fall. If they succeed on this check, they take falling damage as if they had dropped 10 fewer feet than they actually did.
- **Jumping onto moving things (DC + Speed):** When jumping onto something that is in motion, add one to the DC per five feet of speed that it is using. Failure indicates falling / collision damage, but you still hit unless you fail by five or more.

LEGERDEMAIN (Dex)

This is the defining skill of thieves, rogues, and charlatans. A character with ranks in this skill is flexible of body and quick of hand, with all benefits that entails.

- **Sleight of Hand: (DC Varies; Partial Action)** You can cut or lift a purse and hide it on your person, palm an unattended object, or perform other tricks with an object no larger than a hat or a loaf of bread. Minor tricks, such as making a coin disappear, are DC 10 unless an observer is determined to note where the item went. When performing this skill under close observation, your skill check is opposed by the observer's Awareness check. Their check doesn't prevent you from performing the action, just from doing it unnoticed. If you try to take something from another creature, you must make a skill check against DC 20. The opponent makes an Awareness check to detect the attempt. The opponent detects the attempt if their check result beats yours, whether or not you got the item.
- **Pick Lock: (DC Varies; Full-Round)** You can pick padlocks, finesse combination locks, and solve puzzle locks. Attempting a Pick Lock check without a set of tools carries a -2 circumstance penalty, even if a simple tool is employed. DC is 10 for improvised locks, 20 for simple locks, and 30 or more for good locks.
- **Escape Bonds: (DC Varies; Full-Round)** Making a check to escape from being bound up by ropes, manacles, or other restraints requires 1 minute of work. Escaping a net is DC 20. Escaping from ropes is opposed by the binder's Crafts check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.
- **Squeeze Through: (DC 30)** This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, multiple checks are required. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.
- **Holdout: (Opposed; Full-Round)** Make a check to conceal items on your person or the persons of others. This check is made once when the item is hidden. Spotting a concealed item is an opposed roll; detector's Observation against the concealer's check result. The searcher is at -5 if not specifically looking for a concealed item, and -2 if looking at a lot of people quickly as they walk by, but +5 with a pat-down search, and +20 with extreme and unpleasant search methods. Size and shape of the item, also grant the detector bonuses.

OBSERVATION (Int)

READ LIPS (DC 15+; One Minute+)

You can understand what others are saying by watching their lips. You must be within 30 feet of the speaker and be able to see her speak. The base DC is 15, and it is higher for complex speech or inarticulate speakers. You have to concentrate on reading lips for a full minute before making the skill check, and you can't perform some other action during this minute. You can move at half speed but not any faster, and you must maintain a line of sight to the lips being read. If the check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The DM rolls your check so you don't know whether you succeeded or missed by 5.

SEARCH (DC and Time Vary)

You can find secret doors, simple traps, hidden compartments, and other details not readily apparent. The Spot skill lets you notice something, such as a hiding rogue. The Search skill lets a character discern some small detail or irregularity through active effort. You generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

<i>Ransack a chest of junk to find a item</i>	DC 10
<i>Notice a typical secret door or a trap</i>	DC 20
<i>Find a difficult trap</i>	DC 21+
<i>Notice a well-hidden secret door</i>	DC 30

DISCOVER WEAKNESS (DC 25, Partial Action)

After 1 round of combat, you can designate one opponent and try to find ways to gain an advantage by using brains over brawn. If the check succeeds, for the rest of the combat you gain a +1 competence bonus to all attack and damage rolls against that target. For each five full points by which you beat the DC, this bonus improves by one further point.

SET SENSES (DC 30, Full-Round)

You may "set your senses" to detect one kind of thing at all times. You must name that thing specifically; examples include secret doors, traps, hidden creatures, persons in disguise, and recognizable clues to a crime you are attempting to solve. Whenever you pass within five feet of that kind of thing, you receive a search check (rolled by the DM) as if you were actively searching for it. You must be physically capable of sensing the thing (by normal OR extraordinary means that are in effect) to receive such a check.

PERFORM (Cha)

You have studied one or more modes of performance; a character with this skill must choose at least one of the following specializations, and may choose up to as many as they have ranks of this skill. Specializations include, but are not limited to, the following; the GM decides what is and is not an appropriate specialization:

- **Acting:** Drama, comedy, or action-oriented roles.
- **Dance:** Rhythmic, patterned bodily movements.
- **Percussion:** Drums, cymbals, tambourine, etc.
- **Sing:** Producing musical tones with your voice.
- **Humor:** Comedy before an audience.
- **Strings:** Guitar, harp, lute, sitar, violin, etc.
- **Wind:** Flute, bugle, trumpet, tuba, trombone, etc.

BUSKING (DC Open, 4 Hours)

This represents street performance, as opposed to performance in a tavern or similar locale. For each day of work (minimum one hour; +1 to the check per added hours) make a roll, and subtract 15. Multiple the result by itself. This is the amount of currency earned. If the result would be a negative number, ignore it—the character earns nothing, and may suffer some form of ignominy (such as being pelted with rotten fruit, or something similar). They is no penalty for trying again unless the audience doesn't change.

TRUE PERFORMANCE (DC Open, One Hour)

This is used to alter the attitude of others. When you make the check, apply the results on the table shown under Diplomacy, but apply them to the entire group, and treat your check result as five less than it actually was—it's harder to impress a group than it is to impress a single individual. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

RIDE & PILOT (Dex)

You have learned to capably use one or more modes of transport. For this skill, general terms such as “mounting” may also be interpreted as “boarding” and the like. A character with this skill must choose at least one of the following specializations, and may choose up to as many as they have ranks of this skill.

Specializations include, but are not limited to, the following; the GM decides what is and is not an appropriate specialization:

- **Airships:** Ships that fly with propellers or gasbags.
- **Burrowers:** Vehicles that dig through the ground.
- **Chocobos:** Birdlike mounts, some of which fly.
- **Cycles:** Motorcycles and hovercycles.
- **Hovercraft:** Vehicles held aloft by fans or magic.
- **Ships & Boats:** Water vessels, some powered.
- **Striders:** Walking automatons.

BASIC TASKS (DC Varies, Partial Action)

Basic tasks such as mounting, dismounting, and simple movement are opposed or required rolls only if you are dealing with a mount that doesn't want you to perform them, or with a vehicle that is out of control for some reason. Otherwise, no roll is required. For full rules on mount opposition and out of control vehicles, see the Transport Chapter.

MOUNTED REFLEX (DC Varies, Reaction)

While mounted, seated in, or strapped onto any form of transport, you must use either your total ride skill or your total Reflex save, whichever is *worse*, when you are required to make a Reflex save of any type. Vehicles large enough to allow free movement onboard, such as Airships, do not possess this limitation.

FAST MOUNT (DC 20, Free Action)

You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move-equivalent action. You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move-equivalent action this round, and you must perform that action if you fail this roll.

TRANSPORT TRICKS (DC and Time Vary)

Each form of transport has a list of possible tricks that can be performed, as well as set DCs for those tricks and descriptions of them. These might include hands-free piloting, sliding the transport sideways, taking part in chases and races, sudden stopping, jumping your transport, using the transport as cover, and so on. See the entry for your form of Transport in the chapter of the same name for details on the tricks you can attempt with each.



STEALTH (Dex, Enc)

Stealth is the learned capacity to avoid notice and detection. Among many other uses, it is often used to scout possibly hostile areas before entering in force.

MOVE SILENTLY (Opposed, Free Action)

You may move without creating noise. This check is opposed by the Awareness of anyone who might hear you. You can move up to half your normal speed at no penalty. From half to full speed, you suffer a -5 penalty. It's very hard (-20 penalty) to move silently while running or charging.

HIDE (Opposed, Partial Action)

You can conceal yourself from sight. Your Hide check is opposed by the Awareness check of anyone who might see you. Larger and smaller creatures get size bonuses and size penalties on Hide checks. If people are observing you, even casually, you can't hide. You can run around a corner, etc. so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted, though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is at -10 because you have to move fast.

TAIL SOMEONE (Opposed, Free Action)

You can try to follow someone while making periodic checks to remain unseen. How often you need a check depends on the distance at which you follow. If you stay at least 60 feet away from your quarry, you can get by with a check once every 10 minutes, provided that your quarry doesn't suspect you're following and that you do nothing but maintain the tail. At distances of less than 60 feet, you must make a check each round. Of course, you still need appropriate concealment to succeed at checks while tailing, but often many options are available. If you're trying to tail someone on a city street, for example, you can duck behind passersby—though you wouldn't be hidden from the people you're using for cover just from your quarry. If the street is fairly crowded, using passersby as concealment imposes no penalty on your Hide check, but you might still suffer a penalty for your movement. Distance is a factor; this option works only as long as your next hiding place is within 1 foot per Hide rank you possess of your current hiding place. If you try to move any greater distance than that between hiding places, your quarry spots you. In addition, a movement penalty may apply to your Hide check if you dash from one hiding place to the next at more than half your normal speed.

SURVIVAL (Wis)

This skill is used to live or travel in wilderness as comfortably as possible; it is also used for hunting and is essential to any journey into the deep wilds.

TRAVEL WILDERNESS (DC 15, Daily)

This allows you to move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one added person for each 2 points by which your result exceeds 10. The result of a check applies until the next check is made. In inhospitable terrain, increase the DC by 5. In hostile terrain, increase the DC by 10.

HUNT AND FORAGE (DC 10, 8 Hours)

You can gather foods and hunt animals to garner supplies; this involves moving about, but returning to the point of origin at the end of the working period. Success gathers enough food and water for one person for one day; each two added points by which you beat the DC is one added person-day of food and water.

COVER TRACKS (DC 10, Hourly)

This is the ability to move without tracks. It is opposed by Tracking, and is modified for speed as Tracking is.

TRACKING (DC and Time Vary)

This is the ability to follow a man or animal by its tracks; its DC is based on the Covering attempt of your quarry (if no covering attempt was made, treat as zero). Make one Tracking roll to pick up the trail, and one further roll for every 5 minutes of travel. Many different modifiers to DC can apply; use all that apply.

- **Speed:** +10 at top speed, +0 at 1/2 speed, -5 at 1/4 spd.
- **Age Of Trail:** +5 per day of the trail's age.
- **Ground:** +10 if firm; +0 on grass, -5 on mud.
- **Weather:** +10 in snow; +5 in rain, +0 in clear weather, -5 in hot, dry weather.

SCAN THE SKY (DC 10, One Minute)

You can determine your position without the use of any equipment by checking constellations. You must have a clear view of the night sky to make this check.

PREDICT WEATHER (DC Varies, One Minute)

By observing local weather, you may forecast future conditions. To forecast the weather for the next four hours, the DC is 10. To forecast the weather over the next 24 hours, the DC is 15. Each additional 24 hours of forecast increases the DC by a further five; if your forecast is for more than 24 hours. The GM makes you check secretly; on a check that fails by more than five, they give grossly false information. You may not make this check more than once per day.

SWIM (Str, Enc)

BASIC SWIMMING (DC 5, Partial Action)

While swimming and attempting to move under your own power, (or just keep your head above water) make this check each round (you may make it twice as a full-round action). If you succeed, you may move up to five feet, and are under your own control. For each full point by which you beat the DC, you may move one additional foot (in most games, this is broken into five-foot increments). If you fail, you go underwater and start to drown. The DC for a Swim check depends on the water, as listed below. Each hour that you swim, make a Swim check against DC 20 (+5 cumulatively each additional hour after the first) or take 1d6 points of subdual damage from fatigue. If the water is rough, the DC is +5; if stormy, +10. If swimming against a current, the speed of the current (in feet per round) is added to the DC.

DEEP BREATH (DC 15, Full-Round)

A character can hold their breath for (2x Constitution) rounds before needing Fortitude checks against possible drowning. By making this check, the multiplier increases by one step (to 3x Constitution). For each additional five points by which the check succeeds, the multiplier increases by one further level (to 4x, then 5x, and so on). The GM makes this check for you so that you don't know how well you did.

RESIST PRESSURE (DC 30, Reaction)

If you are about to take damage from water pressure, you may make this check immediately. If you succeed, you are treated as being 100 feet shallower in water. Each full five points by which you beat the DC improves this effect by a further effective 100 feet. You may attempt this check again the next time damage would be done, but effects do not stack - the new check result's effects replace the old one, even if worse.



TUMBLE (Dex, Enc)

SHORTEN FALL (DC 15, Reactive)

By succeeding at this check in mid-fall, you may treat a fall as if it was ten feet shorter. Also, for each full five points by which the DC is beaten, the fall is treated as a further ten feet shorter.

EVASIVE TUMBLE (DC 15, Move Action)

By tumbling, you move up to 20 feet; while doing so, you are not subject to (can't be the target of) held attacks, and do not provoke Attack of Opportunity. Move before you roll—Failure means you tumble 20 feet but are subject to these actions normally. By increasing the DC on this check by ten, you may travel through enemy-occupied spaces while doing so.

BALANCE (DC Varies, Reaction)

You can keep your balance while walking on a tightrope, a narrow beam, a ledge, or an uneven floor as a move action. A successful check lets you move at half your speed along the surface for 1 round. A failure means that you can't move for 1 round. A failure by 5 or more means that you fall. The difficulty varies with the surface.

- **Being Attacked While Balancing:** While balancing, the character may not take defense actions, unless they possess 5 or more ranks in Reflex. If the character takes damage, he or she must make a Reflex check again to remain standing.
- **Accelerated Movement:** The character can try to move on a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Balance check. (Moving twice in a round requires two checks, one for each move action).
- **Shifting the Surface:** A character in contact with a teetering platform or similarly mobile surface (such as on a balanced stone or floating raft) may, as a held action, force an opposed check with an opponent. If a character loses by five or more, they fall.
- **Bounce the Barrel:** If balancing on a moving log, barrel, etc, a check is required each round, each time you wish to add or remove five feet of its speed, and each time you wish to change direction.

<u>Narrow Surface</u>	<u>DC</u>
7-12 in. wide	10
2-6 in. wide	15
Less than 2 in. wide	20

<u>Difficult Surface</u>	<u>DC</u>
Uneven or angled	10 (or +5)
Slippery surface	10 (or +5)
Rolling Barrel / Log	It's current Speed.



4

FEATS

GAMMA VERSION

Feats are special abilities that your character gains as they advance in levels; you either have a feat or you do not (though some Feats can be taken more than once). They rarely grant your character entirely new abilities, instead, Feats enhance the things your character can already do, or remove penalties for doing things that are difficult without training.

CLASS FEATS

All classes grant the ability to select bonus feats at different levels, but apply limits to the feats that you can select. Always check your class before choosing a new feat granted by it.

LEVEL-BASED FEATS

Upon attaining certain total character levels, regardless of class, you may gain additional feats for your character. At levels one, three, six, nine, twelve, and again at every level that is a multiple of three, these feats are granted. There is no limit on the type of feat you select, though you must still meet all the prerequisites before you can take a feat. Also, remember that at such levels, you may forego choosing a feat in order to instead choose a racial feature from your race's list that you do not already possess.

WHAT FEATS DO I NEED?

In actuality, Feats aren't really something your hero absolutely requires. They're ways to make your character perform differently within the rules, so they can be more of what you envision them to be, or things which simply improve on capabilities you'll already have.

BECOMING THE MASTER

Many of the advanced classes have a variety of Techniques which make heavy use of one kind of attack, weapon, skill, or of Spells. When you consider Feats, you may wish to consider the advanced class that you are intending to enter (or are already in). In most cases, a single aptitude is the central point of that class, and it can be aided greatly with the application of proper feats. Most characters have one main thing that they do very well, and Feats are an integral part of becoming as good as possible at that thing. The feats given in this book have been selected, written, and tailored specifically for that purpose.

THE FEAT GROUPS

The Feats in this Chapter are broken into three groups; these groups are Focus feats, Magical feats, and Martial feats. This breakdown exists for three reasons. First, so that similar feats can be listed in one area (making them easy to reference). Second, so that it is easy to remember which feats your class grants you access to. And third, so that if additional feats are added to the game at a later date, simply specifying which group they belong to will allow readers to know which classes they are available for without the need to list the change for every class in these pages. The following notes apply to gaining bonus feats from your class, but not to ones gained as level-dependent bonuses.

- **Focus Feats:** These feats allow the user to become more powerfully adept at the skills that they use. Often, a class will specify one or more skills that must be specified, such as Jump, Swim, or the like. If the class requires this, then feats that do not allow for specification, such as Skillful and Versatile, cannot be taken as bonus feats for that class. A class could also allow feats from this group, but specify that bonus feats from the class could not be used to select the same feat repeatedly.
- **Magical Feats:** These feats are used to augment the magical power of the character. Generally, they may only be taken by character in Mage classes, but a few classes outside that group allow the character to take Personal Reserves as a bonus feat.
- **Proficiency Feats:** These feats allow a character to become more adept at the use of weapons and armor. Classes may limit them by specifying that bonus feats cannot be used to take any of these feats repeatedly, or by stating one or more weapon or armor types (such as Axes or Bows, or Medium Armor) that must be specified. If the class has such a list, then a feat that does not allow you to specify a named weapon or armor type cannot be taken as a bonus feat for that class.
- **Guard:** X
- **Step:** X
- **Strike:** X
-

FOCUS FEATS

SKILL FOCUS (Specify)

Prerequisite: At least four ranks of the Specified Skill.

The specified skill is one that you have studied until it is an inherent part of your person; as you grow greater, it increases at a greater speed. When determining your maximum ranks in the specified skill, your total character level is doubled. While this allows you to purchase many more ranks than normal, you must still buy those ranks normally (however, see Skill Mastery, below). You can gain this feat multiple times. Each time it is taken, it applies to a new skill.

SKILL INHERENCY (Specify)

Prerequisite: At least four ranks of the Specified Skill.

You have studied the specified skill so long that study of it has become habitual; you always, instinctively, note and gather new ideas regarding the use of it, even without thinking about it. Upon gaining this feat, and every time the character gains a level thereafter, they gain one rank of the specified skill at no skill point cost. If this would cause them to gain more ranks of the skill than their maximum, then this feat provides no benefit until another level is gained. You can gain this feat multiple times. Each time it is taken, it applies to a new skill.



SKILL SURETY (Specify)

Requisite: Another Focus Feat for the specified skill.

When taking ten on the specified skill, you need spend only five times as long (rather than the normal ten times). Also, you may take ten in any situation, even when pressured or when there are consequences to failure—rather that representing making ten checks, this represents the ability to focus intently on the details of the task. This feat can be gained multiple times, being applied to separate skills or to the same skill repeatedly. If applied to the same skill repeatedly, the required time needed to take ten decreases by one level (to four times normal, then three times, and so on, to normal time at best if five copies are applied).

SKILL MASTERY (Specify)

Prerequisite: Skill Surety for specified skill.

When you would take ten on a roll with the specified skill, you instead “take twelve”, at no increase in required time or work. All benefits of Skill Surety still apply when doing so. This feat can be gained multiple times, being applied to separate skills or to the same skill repeatedly. If applied to the same skill repeatedly, the number ‘taken’ increases by two for each copy (to 14, then to 16, then to 18, and finally to 20). No more than five copies of this feat may be applied to any skill.

SKILL SYNERGY

Prerequisite: At least four ranks of each Specified Skill.

You have discovered many connections between two of the skills which you practice, and found ways to use techniques from one to aid the other. When you gain this feat, choose two skills you possess, which must be based on the same key ability. You gain a cumulative +1 competency bonus to each of those skills for each three ranks you possess in the other. If you chose Education and Observation, for example, you would gain a +2 bonus to Education if you had 6 to 8 ranks of Observation. You may possess multiple copies of this feat, even naming a given skill repeatedly, but never for the exact same pairing, and bonuses from multiple copies of this feat tied to the same skill do not stack.

SKILLFUL

Prerequisite: Intelligence 11+

You have greater learning than is normal. You gain three extra Skill points. This Feat may be taken repeatedly; each time, you gain three Skill points, plus two for each copy of it which you already possessed: 5, 7, 9, 11, and so on.

VERSATILE

Prerequisite: Intelligence 11+

You are capable of learning a larger number of skills than is normal. When you gain this feat, choose a skill which is not a class skills for you. It becomes a class skill for you permanently.

GUARD FEATS

DOUBLE GUARDED

Prerequisite: *At least two different Guard Feats.*

If you possess this feat, you may, as a full-round action, cancel the effects of all Guard feats you have active, and simultaneously activate the effects of two separate Guard feats, gaining the benefits of both of them. This feat may be taken repeatedly (as “Triple Guarded”, “Quadruple Guarded”, and so on), each time increasing the number of simultaneous guard feats you may have active by one; however, you must always possess more kinds of guard feats than you possess copies of this feat.

CANNY GUARD

Prerequisite: *Intelligence 13+*

As a move action, you may set yourself to learn the methods and defensive postures of those who strike against you. While set in this way, if you are damaged by any foe within ten feet of you, you gain a +1 synergy bonus to rolls to hit and damage that foe for the next hour. This bonus stacks with itself, as well as with any other bonuses. You may gain multiple copies of this feat; each copy increases the amount of bonus gained when you are struck by one point (to +2 per hit, then +4, and so on), but for each copy you already possess, raise the required Intelligence score by four points (Intelligence 17+ is required for two copies, 21+ for three, and so on).

- **Guard Effects:** The effects of this feat last as long as you wish, even moving around (though falling unconscious cancels them), but when you set yourself in this way, you cancel the effects of any other Guard feats you are using.

ERRATIC GUARD

Prerequisite: *Dexterity 13+*

As a move action, you may set yourself to defend against attacks that require their users to attack with any degree of accuracy. While set in this way, you gain a +1 dodge bonus to your defense. However, any effect that would cancel your dexterity bonus also cancels this bonus, and if you are wearing armor that would limit your dexterity bonus to a number less than this, then this bonus is reduced to that amount in the same fashion. You may gain multiple copies of this feat, increasing the defense bonus by one each time, but for each copy you already possess, raise the required Dexterity score by four points (Dexterity 17+ is required for two copies, 21+ for three, and so on).

- **Guard Effects:** The effects of this feat last as long as you wish, even moving around (though falling unconscious cancels them), but when you set yourself in this way, you cancel the effects of any other Guard feats you are using.

EVASIVE GUARD

Prerequisite: *Dexterity 13+*

As a move action, you may set yourself to defend against area-based attacks. While set in this way, if you are allowed a reflex save against such an attack to take reduced damage, and succeed, the damage is instead negated entirely, as are any other effects of the attack.

- **Guard Effects:** The effects of this feat last as long as you wish, even moving around (though falling unconscious cancels them), but when you set yourself in this way, you cancel the effects of any other Guard feats you are using.

MIGHTY GUARD

Prerequisite: *Constitution 13+*

As a move action, you may set yourself to defend against almost all forms of attack. While set in this way, any damage reduction you may possess (even that granted by armor) increases by one point, and any Energy Resistance you may possess likewise increases by one point. If you do not possess damage reduction, you gain damage reduction 1/—. If you do not possess resistance to one or more kinds of energy, you gain one point of resistance to those types. You may gain multiple copies of this feat, increasing the granted DR and ER by one each time, but for each copy you already possess, raise the required Constitution score by four points (Constitution 17+ is required for two copies, 21+ for three, and so on).

- **Guard Effects:** The effects of this feat last as long as you wish, even moving around (though falling unconscious cancels them), but when you set yourself in this way, you cancel the effects of any other Guard feats you are using.

MISSILE GUARD

Prerequisite: *Wisdom 13+*

As a move action, you may set yourself to defend against physical, ranged attacks. While set in this way, you may make a reflex save to take half damage when you are struck by a thrown, ballistic, or bow attack. Only the physical damage is halved; if the attack deals bonus energy damage or causes other added effects, those are not affected. This feat does not affect any form of area-effect attack.

- **Guard Effects:** The effects of this feat last as long as you wish, even moving around (though falling unconscious cancels them), but when you set yourself in this way, you cancel the effects of any other Guard feats you are using.

MAGICAL FEATS

AURA SPELL [Spell Form]

Prerequisite: Ability to cast spells.

A spellcaster with this feat is able to cause their spells to take the form of a radius effect emanating from their own person. They may choose when casting a spell in this fashion whether it affect their own person or not (though this feat does not allow them to exclude other creatures from the effect). The spell affects any other creatures in contact with the caster, as well as all other creatures within a radius of them; depending on how much energy the caster is willing to expend, the size of this radius can be changed.

- **+0 Levels:** Five-foot radius.
- **+1 Level:** Ten-foot radius.
- **+2 Levels:** Twenty-foot radius.
- **+3 Levels:** Fifty-foot radius.

BURST SPELL [Spell Form]

Prerequisite: Ability to cast at least six different spells.

A spellcaster with this feat is able to cause their spells to take the form of a burst. A spell in this form flies out from the caster's hands, rod, or staff as a tiny globe of energy. Upon reaching a specified location within range and within sight of the caster, this globe expands instantly in all directions (explosively, in the case of damaging spells). This covers a circular area centered on a point within range, and all viable targets within that area are treated as targets of the spell. Depending on the number of levels the caster is willing to adjust the spell's level by, both the possible range from the caster to the center of the burst, as well as the size of the burst itself, may be of differing sizes. The burst is always circular, however.

- **+0 Levels:** Not possible; this form always raises the level of the spell it is used to alter.
- **+1 Level:** 25-foot range, 5-foot radius area.
- **+2 Levels:** 50-foot range, up to 10-foot radius area.
- **+3 Levels:** 100-foot range, up to 25-foot radius area.
- **+4 Levels:** 250-foot range, up to 50-foot radius area.
- **+5 Levels:** 500-foot range, up to 100-foot radius area.

LINE SPELL [Spell Form]

Prerequisite: Ability to cast at least six different spells.

A spellcaster with this feat is able to cause their spells to take the form of a line. A spell in this form leaps from the caster's hands, rod, or staff, and runs away from them up to a certain distance. This covers an area, and all viable targets within that area are treated as targets of the spell. Depending on the number of levels the caster is willing to adjust the spell's level by, this line may be of differing sizes. However, it must always be longer (stretching straight out from the caster) than it is wide, and it's width is always centered on the spellcaster (they cannot be at a corner of the line or similarly located). When the setting the size of a line, one must ensure that the line is longer than it is wide.

- **+0 Levels:** Not possible; this form always raises the level of the spell it is used to alter.
- **+1 Level:** 5 feet wide and tall; up to 25 feet long.
- **+2 Levels:** Up to 10 feet wide & tall; up to 50 feet long.
- **+3 Levels:** Up to 15 feet wide & tall; up to 100 feet long.
- **+4 Levels:** Up to 20 feet wide & tall; up to 200 feet long.
- **+5 Levels:** Up to 25 feet wide & tall; up to 500 feet long.

MAGICAL RESERVES

Prerequisite: Wisdom 11+

When this feat is gained, you gain three additional magic points. It may be taken repeatedly; each time, the number of magic points gained increases by two. Thus, the second copy grants five magic points, the third copy grants seven, and so on.

MAGICAL SCHOLASTICS

Prerequisite: Intelligence 11+

When this feat is gained, you learn three additional spells; these must be spells which one or more of your classes allows you to select as spells, and within the restrictions for spell levels given by that class at your current level. It may be taken repeatedly; each time, the number of spells learned increases by two. Thus, the second copy grants five spells, the third copy grants seven, and so on.



MAGICAL FEATS 2

PERSONAL SPELL [Spell Form]

Prerequisite: Ability to cast spells.

Spellcaster with this feat may cast spells they know with their self as the only target merely by focusing their mind for a brief moment. They may not affect others with spells cast in this way, but they are not required to gesture, or to make invocations. They do they generate any additional flashy effects or generate attacks of opportunity, and the spell may not be countered as it is cast. Primarily, this form of spellcasting is used by mages who want to be able to cast spells while up close, or to remain stealthy while spellcasting. Casting spells in this way does not raise the level of those spells.

RAY SPELL [Spell Form]

A spellcaster with this feat is able to cast a spell as a ranged attack on one target. This attack ignores any bonuses the target may have to their defense from armor (armored subjects targeted in this way do not regain any reduced class defense bonus against this attack). The range at which this attack may be made varies, as well as it's bonus to attack, according to how many levels the caster wishes to adjust the spell's level by. When a spell is successfully cast and targeted as a ray, because it strikes with much greater magical impact, the amount by which the attack succeeded is added to the DC of the saving throw (if any). Attacks which hit the target's Defense exactly grant no bonus to this save DC.

- **+0 Levels:** 25 foot range, +0 to hit.
- **+1 Level:** 50 foot range, +3 to hit.
- **+2 Levels:** 100 foot range, +6 to hit.
- **+3 Levels:** 150 foot range, +9 to hit.

SPELL EXCLUSION [Metaspell]

Prerequisite: At least three Spell Form feats.

When casting a spell, a character with this feat is able to key it to selected patterns, so that some of the viable targets of the spell are not affected, or so that only certain possible targets are affected. For example, a White Mage casting Curaga as a large Aura might raise the level by three more, and choose to affect both their allies and the undead they are facing, but not the goblins and wolves within the area (if only goblins and undead were in the area, excluding the goblins would raise the level by two.). Doing so raises the level of the spell, however, as follows:

- **+1 Level:** The spell affects only one of the possible targets, or excludes one possible target from it's effect.
- **+2 Levels:** The spell affects only targeted allies, enemies, or creatures of one particular type (undead, wolves, moogles).
- **+3 Levels:** The spell affects only the specific targets that the caster designates.



SPELL MAXIMUMIZATION [Metaspell]

Prerequisite: At least three Spell Form feats.

When casting a spell, a character with this feat is able to cause random elements which that spell possesses to increase to their maximum potentials. If, for example, a spell dealt 10d6 damage, it would deal 60 when fully maximized. Spells that have no random elements are not affected by maximization. Maximizing a spell raises the level of that spell, however, as follows:

- **+1 Level:** When rolling dice for random elements, and die that shows less than half it's maximum result is treated as half it's maximum (on a d6, every die that comes up 1 or 2 is treated as 3).
- **+2 Levels:** Dice are not rolled for random elements. Each is treated as having rolled it's maximum number.

TOUCH SPELL [Spell Form]

Prerequisite: Ability to cast spells.

A spellcaster with this feat is able to 'charge' one of their hands with a spell that they cast. Upon touching any target, the spellcaster may then will the spell to be released, and it will affect the touched target normally. A caster may attempt a touch attack as a part of an action used to cast a spell in this way (as long as an attack action is used); they may instead touch their own person or any willing target within five feet as part of this casting, if they wish, making that person the target. As an alternative, they may 'hold' the charge for a certain period of time, depending on the number of levels the caster is willing to adjust the spell's level by. However, while they are holding a touch spell, casting any other spell causes the charged one to be neutralized with no effect.

- **+0 Levels:** Charge cannot be held.
- **+1 Level:** Charge may be held up to five minutes.
- **+2 Levels:** Charge may be held up to five hours.
- **+3 Levels:** Charge may be held indefinitely.

PROFICIENCY FEATS

ARMOR COMPATABILITY (Specify)

Prerequisite: Proficient with Specified Armor Group

Up to two points of bonus to defense you gain by wearing armor of the specified group stack with your class defense bonus if you possess this feat. Choose the better defense bonus, and add the other to it, or add two, whichever is less. Without this feat, class and armor defense bonuses overlap (use the better of the two with no carry-over). You can select this feat repeatedly; each time, another two points of bonus can be carried over from the lesser of class or armor to the other.

ARMORED EASE (Specify)

Prerequisite: Proficient with Light Armor

When wearing Armor, you may treat it's weight as ten pounds less. This feat may be selected repeatedly; it stacks - Effective weight of the armor decreases by ten pounds per copy, though it may never be reduced below zero pounds (no effective weight).

ARMOR PROFICIENCY (Specify)

When you gain this Feat, choose one armor group (Light, Medium, or Heavy). Armor proficiencies must be taken in the order listed. If using armor you are not proficient with, any Encumbrance penalties you may have apply to all check and rolls, instead of just the specified skills, and you are forced to make a Composure check (DC 15) to successfully cast any spell.

COMBINED FAMILIARITY (Specify)

Prerequisite: At least two separate groups of Familiar Weapons and Armor.

When you gain this Feat, select two different familiarities that you possess. All weapons, shields, and armor in those two groups are combined into one, larger familiarity group. Without this Feat, familiarity groups may not be combined (either you are using only items from the list, and count as proficient with all of them, or you are not, and do not count as proficient).

- **Special:** Any character may take this feat as if it were a weapon, shield, or armor proficiency feat upon gaining a class level after the first.
- **Note:** If optional rules for familiarity and proficiency are being used (such as granting character full proficiency with all familiar gear automatically), then this feat may not function as written.

SHEILD PROFICIENCY

You are proficient with defending yourself using a Shield. Without this Feat, shield bonuses overlap, rather than stack with, class defense bonuses (though shield and armor defense bonuses always stack with each other). With it, they stack.

SHEILD COVER

You are proficient in granting others cover by means of your shield. When you are using a shield that grants a +3 defense or higher, you may also choose to grant all allies within five feet a +1 cover bonus to defense, as you and they move to maximize the amount of cover granted by that shield.

WEAPON FOCUS (Specify)

Prerequisite: Proficient with specified weapon group, Base Attack Bonus +2 or higher.

You gain +1 to hit (but not to damage) with the specified weapon group. Also, you may choose to deal Lethal or Nonlethal damage without penalty with the weapon. This feat may be taken multiple times, even for the same weapon group (and stacks with itself), but the bonus to hit granted by it can never be greater than half of your Base Attack Bonus.

WEAPON GRIP (Specify)

Prerequisite: Proficient with specified weapon group.

When wielding a weapon of the specified group, you treat your Strength as four points higher than actual for purposes of determining whether the weapon is very light, light, medium, heavy, or very heavy.



WEAPON KINSHIP (Specify)

Prerequisite: Proficient with Specified weapon group.

When you gain this Feat, choose a weapon group you are proficient with. Instead of using the normal ability modifier on attack rolls, you use the highest modifier you have from among Strength, Dexterity, Intelligence, or Wisdom. This feat does not affect damage rolls.

- **Note:** Melee weapons which possess the Finesse special feature always allow the user to choose between Strength and Dexterity as the to-hit modifier; this feat is not required to use Dexterity in those cases.

PROFICIENCY FEATS

WEAPON LINK (Specify)

Prerequisite: Proficient with specified weapon group, at least two other Proficiency feats that specify the same weapon group.

When you gain this feat, choose a single weapon that you possess. You may add one single Enhancement of your choosing to that weapon; the weapon does not necessarily take on the described appearance, but does gain the benefits of that Enhancement. You must still Invest MP as usual to make that Enhancement function normally, and total all real Enhancements with those granted by this feat to determine the amount of MP required. You cannot use this feat to add enhancements to multiple weapons, and must take it repeatedly to apply multiple Enhancements to the same weapon (one copy per Enhancement).

- **Shifting Weapons:** With an hour of meditation, you may remove all Enhancements you have placed on a single weapon, so that you can enhance a different weapon instead; you need not have the weapon (or even know its location) to do so. If a weapon enhanced by this feat is destroyed, you may 'recover' the ability to enhance a different weapon with this same meditation.
- **Tailoring to Setting:** A GM who wishes to do so may ban this Feat outright, or may require that, in order for you to add certain Enhancements to a given weapon, certain items are required (gaining these items should be a relatively easy task, if this is the case).

WEAPON PROFICIENCY (Specify)

When gaining this Feat, choose a weapon group. You have no penalty if using those weapons. You provoke Attacks of Opportunity when attacking with a weapon from a group you're not proficient with, and can't make attacks of opportunity with them. The weapon groups are: *Axes, Ballistic weapons, Bludgeons, Bows, Crescent Blades, Flails, Globes, Gunblades, Spears, Straight Blades, and Unarmed (No weapon).*

WEAPON PAIRING (Specify Two Weapons)

Prerequisite: Proficient with specified weapons, Weapon Constancy, Base Attack Bonus 4+.

When you gain this Feat, select two different weapons; in this case, you must specify the weapons by name rather than group. Thus, you might possess Weapon Pairing (Handaxe and Wrist Katar). When using both of the specified weapons, one in either hand, gains attacks as if the faster of the two weapons had its speed increased by one point, rather than by adding one to the speed of the slower weapon, as normal. If this grants multiple attacks, you must make at least one attack with each of the two weapons, and cannot make more attacks with a weapon than its Speed, but may otherwise divide the attacks as desired.



WEAPON SNAP (Specify)

Prerequisite: Proficient with specified weapon group.

You may pause in the midst of your own movement, whether foot, mounted, or of some other form, to make attacks with the specified weapon group, and continue your movement normally after the attacks.

WEAPON SPECIALIZATION (Specify)

Prerequisite: Proficient with Specified weapon group, Weapon Constancy, Base Attack Bonus +4 or higher.

When you gain this Feat, choose one weapon group (Axes, Flails, etc.) that you are proficient with. You gain +2 to damage rolls (but not to attack rolls) with that weapon. This feat may be taken multiple times, even for the same weapon group (and stacks with itself), but the bonus to damage granted by it can never be greater than half of your Base Attack Bonus.

WEAPON SPEED (Specify)

Prerequisite: Proficient with specified weapon group.

You may draw or put away one weapon of the specified group, once per round, as a free action. Also, you increase the effective Speed rating of your weapon by one level. This feat may be selected multiple times, either for separate weapon groups or for the same one. If selected repeatedly for the same weapon group, each added copy grants you one further free draw or replacement, but further copies do not increase actual weapon speed.

WEAPON STRIKER (Specify)

Prerequisite: Proficient with Specified weapon group, at least one Strike feat.

When using weapons of the specified group, any Strike feat that you make use of is applied to all attacks that you make in the round, rather than only one.

STEP FEATS

DIVING STEP

When you move, you may gain an additional ten feet of movement. If do so, this additional ten feet must continue in a straight line from the last five feet of your normal movement, and you end that movement in a Prone position. Changing position in this way does not provoke attacks of opportunity.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

FOCUSING STEP

When you move, you may use the time spent moving assessing the situation that surrounds you as well. If you do so, your Initiative result is immediately changed to 20, plus your Dexterity bonus.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

LURCHING STEP

Prerequisite: Dexterity 13+

When you close with a foe as part of your movement, you may use up five feet of your move to attempt a Feint (see the Deceit skill) as part of that move. This Feat can also be used as part of a charge.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

RETREATING STEP

When you move, so long as you are not running, you may use this feat to retreat more aptly. If you do so, then the square in which you begin your movement does not count as threatened, thus, moving out of that square does not provoke Attacks of Opportunity.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

RISING STEP

You may stand from a kneeling or prone position as you move. Rising from a kneeling position 'costs' you five feet of your movement, and rising from prone to standing 'costs' ten feet of your movement. Changing position in this way does not provoke attacks of opportunity.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

STRIKING STEP (Specify)

When you move, you may pause during your movement to take any other actions that you are entitled to, and then continue your movement normally; you could, for example, move part of your movement, attack, and then move the rest of your movement.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

SPRINTING STEP

When you run or hustle twenty or more feet in a straight line, you may choose to use this Feat. Five feet of the movement taken is considered 'free' movement, and doesn't count against your maximum movement for the round.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

VAULTING STEP (Specify)

Prerequisite: Proficient with Bludgeons or Spears

When moving or charging, and holding any bludgeon or spear which possesses reach, you may use up ten feet of your movement to vault on it. This allows you to 'jump' ten feet horizontally or vertically in mid-move, with no roll required. You may use a staff vault to begin a jump, effectively starting any jump from ten feet straight up, as if you had a full run-up, but suffer a -5 penalty on that check.

- **Step Effects:** You may only use one Step feat each round, and only once per round.

WALL STEP (Specify)

Prerequisite: At least two other Step Feats

When moving, you may choose to move part of your movement on a vertical (or near-vertical) surface, so long as you do not move more than half of your movement for the round in this way, and have at least five feet of 'Run-up'. If you end your movement on such a surface, you immediately fall to the ground, taking normal falling damage and ending the action Prone. This feat does not allow a character to run on any surface more inclined than entirely vertical - it never allows a character to run on the bottom of overhangs or upside down on the ceiling, for example.

- **Step Effects:** You may only use one Step feat each round, and only once per round.



STRIKE FEATS

ARTERIAL STRIKE

When you deal damage with a piercing or slashing weapon, you may choose to have that wound bleed uncontrollably; the target struck loses one hit point per round until they receive healing (of any kind). This feat may be taken repeatedly; each added copy increases the bleeding damage by one further point. Any target that is immune to Vital Strikes is also immune to Arterial Strikes.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.

BRUTAL STRIKE

Prerequisite: Base Attack Bonus 4+

When you are about to attack a foe with a melee weapon, but before you make any attack rolls in a round, you may choose to sacrifice up to three points of your Base Attack Bonus for all attack in the round. If you hit, you add one point of damage to the strike for each point of base attack sacrificed. This feat may be taken repeatedly; each added copy increases the damage bonus per point of base attack sacrificed (a Hero with six copies would receive six bonus damage per point of Base Attack sacrificed). However, you may never have more copies of this feat than 1/4 of your Base Attack Bonus.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.

LUNGING STRIKE (Specify)

Prerequisite: Proficient with specified weapon group; the specified group cannot be Unarmed..

You may add five feet to the reach of any melee weapon of the specified group that you are wielding. Also, If you successfully drop a foe by attacking with a Lunging Strike, you may immediately make a free, additional five-foot step towards the target of that attack.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.

MAXIMIZED STRIKE (Specify)

Prerequisites: Proficient with specified weapon group, weapon Specialization (specified weapon group), Base Attack Bonus 6+

When you attack with a weapon, before you roll, you may declare that you are maximizing the attack. If you do so, and the attack hits, then it deals the maximum damage possible for the weapon itself. Added dice of damage from Enhancements are rolled normally. If you miss with this attack, you are still considered to have used you one strike per round.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.



PENETRATING STRIKE

You may choose to reduce a target's DR, should they possess any, by one whenever you successfully strike them. This loss of DR lasts until their initiative next comes up. This feat may be taken repeatedly; each added copy reduces a target's DR by one further point.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.

PINPOINT STRIKE

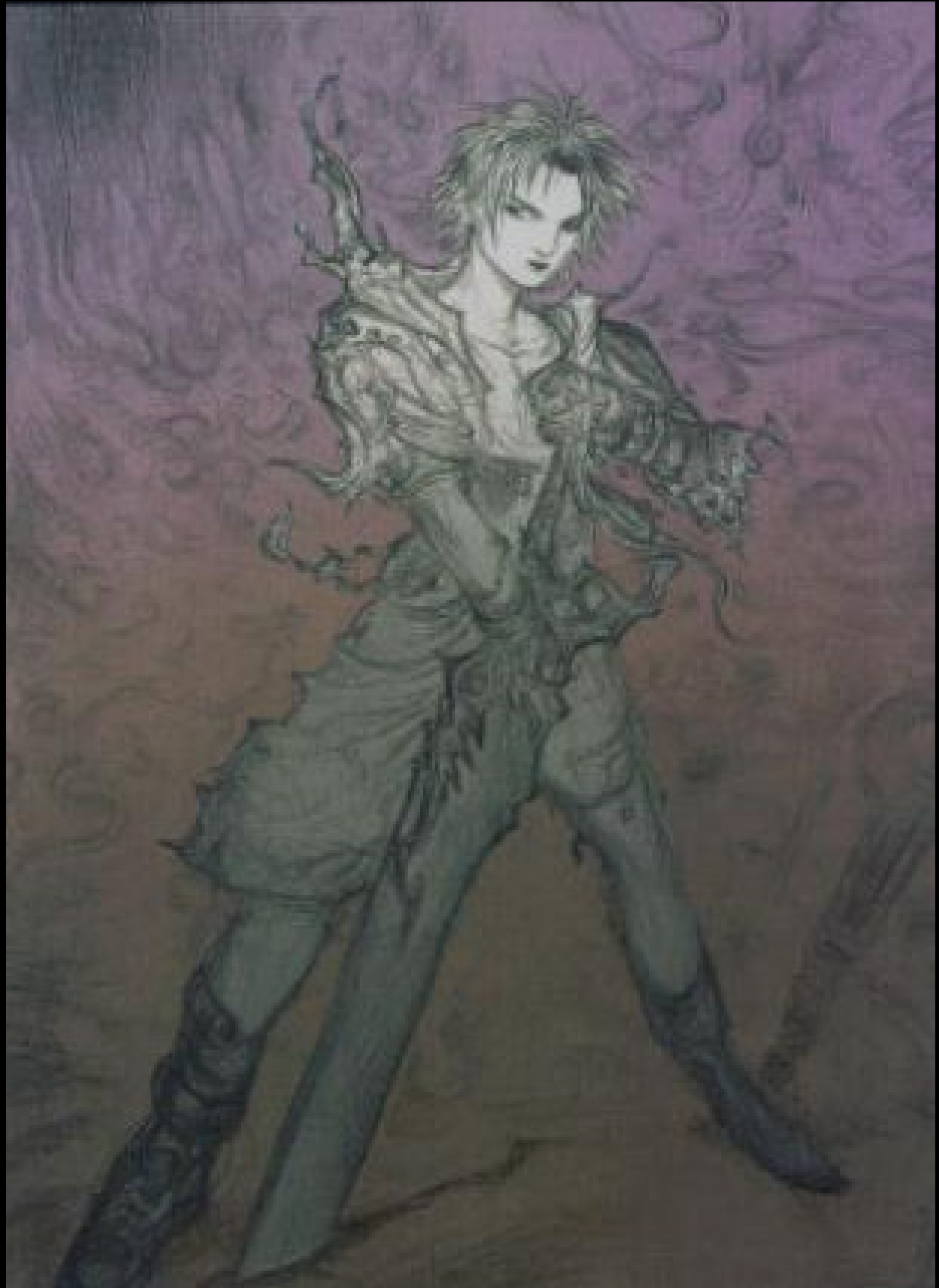
When you strike at a foe, you may name one type of bonus to Defense that the foe might possess (Shield, Armor, Class Defense, Dexterity). For purposes of determining if you have struck your foe, that bonus is ignored. This feat may be taken repeatedly; each added copy allows you to name and ignore one further bonus type.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.

VITAL STRIKE

When striking a foe who would be denied their Dexterity bonus to defense (because they are Flat-footed, flanked, or for whatever other reason), you may add 1d4 to the damage of your weapon. This feat may be taken repeatedly; each added copy increases the bonus damage by a further 1d4. Note that some targets are immune to Vital Strikes.

- **Strike Effects:** You may only use one Strike feat each round, and only once per round.



5 EQUIPMENT

GAMMA VERSION

GIL

Gil is the name of the "generic coin" of Final Fantasy. In most settings, should it every become important, a copper coin is 1/100 of one Gil; is a silver coin or 'piece' is 1/10 of one Gil, and a Gil itself is a coin cast in gold. Fifty such coins (regardless of denomination) weigh one pound. This may vary from world to word, and the GM may change these units as needed.

Most heroes deal solely in Gil, and in many games the GM will decide that Gil are the only available coins. This is entirely up to their judgment, but does simplify affairs noticeably.

WEALTH

Every character has a certain amount of money with which to purchase starting equipment. This amount depends on the character's Origin, and their starting level - though most of time characters are created at first level when a campaign begins, they may be created at higher levels later on, and this is accounted for in the Origin descriptions.

This money may be spent on any equipment desired, but players should first remember to purchase clothing, and are advised to keep some cash on-hand for early expenses. Typically, the best starting purchases are clothing, weapons, armor, general travel equipment, and tools for use with any skills the character concentrates on using (if they have any tool-related skills, that is).

PRICES

All prices assume that the item is in good repair, and is neither especially common nor scarce for it's type at the time and place it is being bought. In general, equipment is only available to buy in towns; again, the GM may vary this as much as desired. Basic prices are figured by combining item weight and rarity, as shown on the table below.

KEEPING IT SIMPLE

Many games can be bogged down by constantly needing to check equipment, track very small and simple items, and so on. In this game, some of the details have been omitted - this is a game of heroic action. If it should become important as to whether the characters possess some basic daily-use item, the GM is encouraged to be liberal, especially when interpreting various kits.

ENCUMBRANCE

While tracking everything is not of particular concern to this system, any system that even makes a gesture in the direction of realism must include rules for equipment and carrying it. Encumbrance is based on a hero's strength score. The higher their strength, the more they can carry before being bogged down. The table below shows the different levels of encumbrance, and the amounts of weight at which those levels are reached. Note that the speed penalties listed will never reduce a character to below a base speed of 5 feet, and that encumbrance is applied only to checks and rolls which specify that it is used.

ENCUMBRANCE LEVELS PENALTIES

No Encumbrance (Strength score x2 or less)	None.
Light Load -Up to (Strength x4) pounds	-1 Encumbrance penalty, -5 feet speed.
Medium Load -Up to (Strength x6) pounds	-3 Encumbrance penalty, -10 feet speed.
Heavy Load -Up to (Strength x9) pounds	-6 Encumbrance penalty, -15 feet speed.
Maximum Load -Up to (Strength x15) pounds	-10 Encumbrance penalty, -20 feet speed.

PRICES (IN GIL), BY ITEM WEIGHT

	1 Lb	2 Lb	5 Lb	9 Lb	14 Lb	20 Lb	27 Lb	44 Lb	65 Lb
COMMON	10 Gil	20 Gil	50 Gil	90 Gil	140 Gil	200 Gil	270 Gil	440 Gil	650 Gil
UNCOMMON	30 Gil	60 Gil	150 Gil	270 Gil	420 Gil	600 Gil	810 Gil	1320 Gil	1950 Gil
RARE	60 Gil	120 Gil	300 Gil	540 Gil	840 Gil	1200 Gil	1620 Gil	2640 Gil	3900 Gil
VERY RARE	100 Gil	200 Gil	500 Gil	900 Gil	1400 Gil	2000 Gil	2700 Gil	4400 Gil	6500 Gil

BASIC ITEMS

These are the most basic of equipment items (with the exception of clothing, shown on the next page). These items have two main listed values; these are WT, the item's weight in pounds, and GIL, the item's price.

KITS

A kit is a package of assorted items, designed to be easily and durably moved around. There are a few things to be aware of in terms of the listed Kits:

- Some Kits are 'charged'. This means that they can be used five times before they are depleted and useless. Additional or replacement 'charges' may be purchased; each costs 1/10 the original price of the kit. Charges each weight 1/10 the weight of the kit, but are not usable without the kit itself. For example, paints (charges) for an Artistry kit are of very little use without brushes, mixing trays, and similar such items, which make up the remainder of the kit's weight and utility; the same principle applies to all charged kits.
- Kits that are not charged are still often made up of many smaller parts. In many cases, if the item is subject to rough use or if the kit itself is abused, then portions of it may need to be replaced, at the GM's discretion.
- A musical instrument, while not a kit in and of itself, comes with a carrying case as well as a few tiny items needed to clean, maintain, and otherwise care for it, and is thus given here as it's own kit.
- A Radiant Stone 'kit' contains no other items; it is simply a tiny crystal that glows brightly on command.

SERVICES

Service costs vary widely from one area to another. Often, the heroes enter play in the poorest areas of the world, where services are inexpensive, and move slowly into the wealthier areas (where all services cost more, but special items are easier to find). The chart below lists a small number of the basic services that heroes may gain - if in a wealthy area, the GM may state that all these costs are doubled, tripled, or more.

Note also that some of the services below will likely only be available in certain parts of a given world, and some will not be available at all—for example, if there is only one Airship, and it's owned by the military, one could not normally book passage on it.

Finally, when seeking a Hireling, the more specific the heroes are about the hireling's desired talents, the harder it will be to find one. Also, in the case of advanced hirelings, the rarer the advanced class, the more difficult they will be to find as well.

SERVICE	GIL COST
Feast or impressive party, per person	5
Hireling (Level 1, Basic class), per day	1
Hireling (Level 5, Advanced class), daily	25
-If Hireling is to leave home area	x3
-If Hireling is to enter possible danger	x10
Room and Board (Good Inn), per day	2
Ship's Passage, per 100 miles	10

CHARGED KITS	WT	GIL	Charges are used to...
Artistry	3	30	Craft a painting, make a sign.
Disguise	6	10	Disguise someone as someone else, or as a different race / gender / etc.
Medical	2	50	Gain +2 to stabilize someone; required for all other Heal uses.
Scribing	3	10	Write a letter or note.
Trail Supply	5	20	Eat and drink for one day (one person).
Radiant Stone	1	10	Cause the crystal to emit bright light (20 ft. radius) for an hour.

OTHER KITS	WT	GIL	This item is used to...
Camp Kit	8	50	Camp a group in the wilderness without being Fatigued the next day.
Climbing Kit	5	20	Gain +2 or more to climb checks; includes 50 feet of rope.
Craft Kit (Specify)	5	30	Craft items of the specified kind; see also Artistry and Scribing Kits, above.
Lockpicking Kit	1	80	Pick Locks with the legerdemain skill.
Musical Instrument	3	50	Create music; required to use Perform for creating many musical types.
Navigation Kit	3	90	Gain +2 to Survival to navigate in and get along through, wilderness areas.

CHEMICAL ITEMS

The table below displays the twenty basic chemical items available in Final Fantasy d20. This list can be expanded upon enormously (and likely will be), but the most utilitarian and common items can be found here.

- **Bombs:** A Bomb must always be of one of the eight elemental types (Air, Earth, Electricity, Fire, Holy, Ice, Shadow, or Water). It deals the listed amount of damage to all creatures and unattended objects in it's radius.
- **Elixirs:** These items restore the noted amount of HP & MP to all their targets (who must be conscious).
- **Ethers:** These items restore the noted amount of MP to all their targets (who must be conscious).
- **Phoenix Downs:** These items restore the unconscious, causing such targets to regain the noted amount of HP.
- **Potions:** Potions are used to remove Hit Point damage; by making use of a potion, conscious targets regain the noted amount of HP. Unconscious targets are unaffected.
- **Tonics:** Tonics are used to remove negative status effects, such as zombie, poison, and the like. A basic tonic grants the user one added chance to make a saving throw against such a condition; a Hi-Tonic allows an added saving throw against each such condition, and more powerful tonics simply remove status outright.

CHEMICAL PRICES AND WEIGHTS

A given chemical item, regardless of type or kind, has a weight of only one pound (1 Lb). However, when figuring the price of chemical items, used the rarity listed, and figure price as if the item had a weight of 5 pounds; thus:

Common: 50 Gil *Uncommon:* 150 Gil

Rare: 300 Gil *Very Rare:* 500 Gil

DELIVERY

Whenever you buy a Chemical item, you'll need to note if it is a Drink, a Contact Chemical, or a Radius Chemical. Whatever the method, chemical items normally requires one Move action (to draw and ready the item), and one Attack action (to drink, pour out, or throw).

- **Drink:** To use the chemical, the user must drink it. For obvious reasons, such items cannot usually be used on other nearby characters (though it could be handed to one, allowing them to use it without needing to ready it).
- **Contact:** The chemical need only touch the skin of a given creature, and it will be absorbed, granting it's normal effects. Such chemicals may be thrown.
- **Radius:** The chemical takes the form of a compressed vapor, which is released by smashing the bottle that contains it. This allows the item to affect all possible targets within a given radius (as given) of the point where the bottle is broken (either a thrown attack or directly at the user's feet).
- **Throwable Glassware (Contact and Radius):** When thrown chemical items, are treated as if throwing a 1-Lb Globe, and proficiency (or lack thereof) with Globes of that size affect the attempt. The danger of contact and radius items is, since they are stored in thin, bead-shattering bottles that they are not entirely stable; if a character has such an item in-hand or stored on their person in some way that allows easy breakage, then the item will break anytime the holder fails a Reflex save by five or more, and takes damage. Contact and Radius effects will, likely, then occur.

ITEM GROUP	SPECIFICS, BY RARITY			
	COMMON	UNCOMMON	RARE	VERY RARE
BOMBS	(ELEMENT) SEED 1d6 (Element) Damage. 5-Foot Radius	(ELEMENT) BOMB 2d6 (Element) Damage. 10-Foot Radius	(ELEMENT) GEM 3d6 (Element) Damage. 15-Foot Radius	(ELEMENT) EDGE 6d6 (Element) Damage. 20-Foot Radius
POTIONS	POTION Heals 1d6 Damage, as <i>Cure</i> . Drink or Contact	HI-POTION Heals 3d6 Damage, as <i>Cure</i> . Drink or Contact	X-POTION Heals 6d6 Damage, as <i>Cure</i> . Drink or Contact	MEGA-POTION Heals 10d6 Damage, as <i>Cure</i> .. 5-Foot Radius
TONICS	TONIC Grants added Save. Drink or Contact	HI-TONIC Grants 1 Save / Status. Drink or Contact	X-TONIC Removes all Status. Drink or Contact	MEGA-TONIC Removes all Status. 5-Foot Radius
ETHERS	—	ETHER Restores 3d6 MP. Drink or Contact	HI-ETHER Restores 6d6 MP. Drink or Contact	MEGA-ETHER Restores 6d6 MP. 5-Foot Radius
PHOENIX DOWNS	—	PHOENIX DOWN Heals 3d6 Damage, as <i>Raise</i> . Contact.	HI-PHOENIX Heals 6d6 Damage, as <i>Raise</i> . Contact.	MEGA-PHOENIX Heals 6d6 Damage, as <i>Raise</i> . 5-Foot Radius.
ELIXIRS	—	—	ELIXIR Restores 4d6 HP and MP. Drink or Contact	MEGALIXIR Restores 6d6 HP and MP. 5-Foot Radius

WEAPONS - MASTER TABLE

The table below displays the sixty-six basic weapons available in Final Fantasy d20. These are divided into rows of six weapons each, where each row or line of the chart is a single weapon group, such as axes, bludgeons, and so on.

In each row, the name of the weapon group is found at the left-hand side of the row, followed by the basic statistics of that group—these basic statistics apply to all weapons in that group (for example, all axes have a speed of 2, a critical range of 20 (x3), and are common. After group name and basic statistics, there are six other entries on each row, showing the six weapons of that group, arranged by weight.

The entries for specific weapons give their name, their damage amount and the type of damage done, and any features of the weapon.

Damage is always listed as Bash, Pierce, or Slash. These three damage types are important in regards to armor penetration, as well as being the basis for a number of feats.

Features of weapons, as well as more information on their basic statistics and how they are handled in these rules, comprises the next three pages. Also, later on in this chapter, rules for enhanced weapons (and other equipment) are given in detail.

WEAPON GROUP	BASE STATS	SPECIFICS, BY WEAPON WEIGHT					
		2 Lb	5 Lb	9 Lb	14 Lb	20 Lb	27 Lb
AXES	Speed: 2 Crit: 20 (x3) Common	Hatchet 1d6 Slash Throw, Finesse	Handaxe 1d8 Slash Throw	Battleaxe 1d10 Slash Double	Guisarme 1d12 Slash R+5	Great Axe 2d6 Slash R+5	Dire Axe 2d8 Slash R+5
BALLISTIC WEAPONS	Speed: 3 Crit: 20 (x2) Uncommon	Pistol 1d4 Bash Shoot 30	Light X-Bow 1d6 Pierce Shoot 45	Rifle 1d8 Bash Shoot 60	Heavy X-Bow 1d10 Pierce Shoot 90	Great Rifle 1d12 Bash Shoot 120	Dire Rifle 2d6 Bash Shoot 150
BLUDGEONS	Speed: 3 Crit: 20 (x2) Common	Club 1d6 Bash —	Staff 1d8 Bash Double	Warhammer 1d10 Bash —	Great Club 1d12 Bash —	Great Staff 2d6 Bash Double, R+5	Dire Hammer 2d8 Bash R+5
BOWS	Speed: 2 Crit: 19 (x2) Uncommon	Sleevebow 1d6 Pierce 2H, Shoot 30	Shortbow 1d8 Pierce 2H, Shoot 60	Longbow 1d10 Pierce 2H, Shoot 90	Warbow 1d12 Pierce 2H, Shoot 120	Great Bow 2d6 Pierce 2H, Shoot 150	Dire Bow 2d8 Pierce 2H, Shoot 200
CLAWS	Speed: 6 Crit: 20 (x2) Very Rare	Neko-De 1d4 Pierce Finesse	Cestus 1d6 Pierce Finesse	Wrist Katar 1d8 Pierce Hand-Free	Claw Bracer 1d10 Pierce Hand-Free	Great Claw 1d12 Pierce Hand-Free	Dire Claw 2d6 Pierce —
CRESCENT BLADES	Speed: 5 Crit: 20 (x2) Rare	Tanto 1d4 Slash Finesse	Wakizashi 1d6 Slash Finesse	Scimitar 1d8 Slash —	Katana 1d10 Slash —	Nodachi 1d12 Slash R+5	Dire Katana 2d6 Slash R+5
FENCING BLADES	Speed: 6 Crit: 18 (x2) Uncommon	Poinard 1d2 Pierce Finesse	Rapier 1d4 Pierce Finesse	Saber 1d6 Pierce Finesse	Estoc 1d8 Pierce —	Flamberge 1d10 Pierce —	Dire Estoc 1d12 Pierce R+5
FLAILS	Speed: 4 Crit: 20 (x2) Uncommon	Whip 1d4 Bash R+5, Finesse	Nunchaku 1d6 Bash Finesse	Morningstar 1d8 Bash Double	3-Part-Staff 1d10 Bash Double	Great Chain 1d12 Bash Double	Dire Chain 2d6 Bash 2H, R+5
GLOBES	Speed: 2 Crit: 18 (x3) Common	Ball 1d4 Bash Throw	Baby Blitzzer 1d6 Bash Throw, Kick	Small Blitzball 1d8 Bash Throw, Kick	Blitzball 1d10 Bash Throw, Kick	Great Blitzzer 1d12 Bash Throw	Dire Blitzzer 2d6 Bash Throw
GUNBLADES	Speed: 1 Crit: 20 (x2) Very Rare	Shear Pistol 2d2 Slash Ammo	Shear Trigger 2d4 Slash 2H, Ammo	Cutter Rifle 2d6 Slash 2H, Ammo	Slash Rifle 2d8 Slash 2H, Ammo	Lance Rifle 2d10 Slash 2H, Ammo	Dire Trigger 2d12 Slash 2H, Ammo, R+5
KNIGHT BLADES	Speed: 4 Crit: 19 (x2) Uncommon	Dagger 1d4 Slash Throw	Shortsword 1d6 Slash Finesse	Longsword 1d8 Slash —	Brand 1d10 Slash —	Greatsword 1d12 Slash —	Dire Brand 2d6 Slash R+5
SPEARS	Speed: 3 Crit: 20 (x2) Common	Javelin 1d6 Pierce Throw	Shortspear 1d8 Pierce Throw	Longspear 1d10 Pierce Throw, R+5	Ranseur 1d12 Pierce R+5	Greatspear 2d6 Pierce R+10	Dire Spear 2d8 Pierce 2H, R+10

BASE FEATURES

Weapons, naturally, are a large part of any game that involves detailed combat. The basic statistics used to describe most weapons are:

- **Weight:** Weight determines how a character can handle a weapon; full details on figuring how this works for your character are given on the next page. The weight of weapons a character can use is determined by their Strength score.
- **Speed:** Speed is a relatively complex issue; full details on speed are given on the page after weapon weight. In general, as a character gains levels, the faster their weapon, the greater the number of attacks they may make using it each round.
- **Critical Threats and Multipliers (Crit):** This is listed as (Threat Range / x Multiple) in the tables following.
- **Rarity:** Common, Uncommon, Rare, Very Rare, are different levels of rarity. Rarity for weapons is the same as for all other items; it is detailed on the first page of this chapter, and affects costs as well as the DC to build and repair the item.
- **Damage:** This is the die rolled when a hit occurs, to determine damage done. Your Strength modifier is added to this amount if the weapon is a melee weapon or has reach; it is not added if the weapon has a Range.
- **Damage Types:** Slash, Bash and Pierce are the three basic types of weapon damage. These are important when determining if armor is penetrated, especially at lower levels.

AMMUNITION

Some items require ammunition. Each kind and size of weapon uses different ammunition, so ammunition used by one size or type of weapon doesn't cross over to another. For simplicity's sake, this game does not bother with tracking how much ammunition is 'in the weapon' and how much is packed elsewhere; simply remove one point of that weapon's ammunition from your sheet when you use it. Ammunition itself weighs 1/10 of one pound per shot.

AMMUNITION PRICES (Per 10 Rounds)
BY WEAPON WEIGHT

	2 Lb	5 Lb	9 Lb	14 Lb	20 Lb	27 Lb
COMMON	1 Gil	5 Gil	9 Gil	14 Gil	20 Gil	27 Gil
UNCOMMON	6 Gil	15 Gil	27 Gil	42 Gil	60 Gil	81 Gil
RARE	12 Gil	30 Gil	54 Gil	84 Gil	120 Gil	162 Gil
VERY RARE	20 Gil	50 Gil	90 Gil	140 Gil	200 Gil	270 Gil



SPECIAL NOTES

These are features that apply to some, but not all, weapons.

- **Range Increment (Shoot XX)** Weapons that are ranged, thrown, or kicked have Range increments. Up to the distance listed (the 'XX' in 'Shoot XX'), there is no penalty to attack or damage. For each full range increment beyond that, there is a -1 penalty to both attack rolls and to damage. All weapons that Shoot use ammunition, which must be purchased separately.
- **Throwing Weapon (Throw):** These weapons may be used to make either melee or ranged attacks. If used to make a ranged attack, they are considered to be in the target's square, at their feet, when the attack ends (whether it succeeds or fails). Such weapons have an effective range increment of the user's strength score, rounded down to the nearest full five feet.
- **Ammo:** Gunblades, while not ranged, still use ammunition. If used without ammunition, they do only one die of damage, not both.
- **Hand-Free:** Some claws allow the hand they are used with to still be used normally, since the claw weapon is mounted on the wrist; they cannot, however, be combined with other weapons or with shields.
- **Reach (R+5, R+10):** A weapon with this notation can be used to make melee attacks at targets that are outside their natural reach. R+5 means that five feet are added to the wielder's reach when striking with that weapon; R+10 is a bonus of ten feet.
- **Finesse Weapon (Finesse):** A weapon with this notation is one that can be used in a more flourishing style. These weapons allow the user to use their Dexterity modifier instead of their Strength modifier on rolls to hit (but not damage rolls), when making melee attacks.
- **Two-Handed (2H):** A weapon with this notation may only be used in two hands, even if the wielder has, in theory, enough strength to wield the weapon one-handed.
- **Double-Grip (Double):** A weapon with this notation, when used in both hands, allows the wielder to attack with both ends (effectively, they are treated as having two weapons).

WEAPON WEIGHT & HANDEDNESS

As many players of various Final Fantasy games can attest, neither the size of a weapon nor the bulkiness of its shape seems to impede characters from wielding them as they will. So, to keep things in line with that idea, the ways in which a hero can wield a weapon in FFd20 are base solely on strength and weight; a strong enough character can wield weapons of maddening size and bulk with ease and grace.

The first chart on this page compares character strength to weapon weight. By finding your hero's strength, and reading across that line, you may find how they treat different weights of weapon. There are five possible states—Very Light, Light, Standard, Heavy, and Very Heavy.

The second chart shows how a character wielding these different weight in different ways performs. There are, again, five possibilities—they might wield it Very Well, Well, Normally, Poorly, or not be able to wield it in a given fashion at all.

Finally, the third chart defines what each of the performance types means in game terms.

AN EXAMPLE

Cecil, a Knight, has a strength score of 15. He is currently holding a Longsword (9 pounds). As shown on the first table, this is a Light weapon from his perspective, though more average people would consider it a Standard one, and weak folks would see it as Heavy.

Checking the second table, we see that Cecil wields his Longsword very well in both hands, wields it well in his primary hand, and can even hold it normally in his off-hand. As it happens, Cecil is using a shield in his off-hand, so he is holding the Longsword in his right hand, and wielding it well. His strength modifier (+2) is doubled (to +4), which is a pretty good deal.

As he adventures, Cecil happens upon a Dire Brand (27 pounds). Again, he checks this against his strength score of 15, and finds that it is, to him, a Heavy weapon. In his primary hand, he would wield it poorly. If he puts away his shield and grips it two-handed, though, he can wield it normally.

Because the newly-found Dire Brand has a few magical properties, and Cecil's current sword and shield don't have any, Cecil changes weapons. If none of the items in question had been magical, he might have been sorely pressed to make the decision.

WEAPON WEIGHTS AND STRENGTH

STR	2 Lb	5 Lb	9 Lb	14 Lb	20 Lb.	27 Lb.
3-4	Standard	Heavy	Heavy	—	—	—
5-6	Standard	Standard	Heavy	V. Heavy	—	—
7-8	Light	Standard	Heavy	Heavy	—	—
9-10	Light	Standard	Standard	Heavy	V. Heavy	—
11-12	Light	Light	Standard	Heavy	Heavy	—
13-14	V. Light	Light	Standard	Standard	Heavy	V. Heavy
15-16	V. Light	Light	Light	Standard	Heavy	Heavy
17-18	V. Light	V. Light	Light	Standard	Standard	Heavy
19-20	V. Light	V. Light	Light	Light	Standard	Heavy
21-22	V. Light	V. Light	V. Light	Light	Standard	Standard
23-24	V. Light	V. Light	V. Light	Light	Light	Standard
25-26	V. Light	V. Light	V. Light	V. Light	Light	Standard
27-28	V. Light	V. Light	V. Light	V. Light	Light	Light
29-30	V. Light	V. Light	V. Light	V. Light	V. Light	Light
31-32	V. Light	V. Light	V. Light	V. Light	V. Light	Light
33-34	V. Light	V. Light	V. Light	V. Light	V. Light	V. Light

WEAPON HANDEDNESS

	In Both Hands...	In Primary Hand...	In Off-Hand...
Very Light	Very Well	Very Well	Well
Light	Very Well	Well	Normally
Standard	Well	Normally	Poorly
Heavy	Normally	Poorly	Not Possible.
Very Heavy	Poorly	Not Possible.	Not Possible.

DEGREES OF WEAPON COMPATIBILITY

This.. Means that...

Very Well	Double positive ability modifier, or ignore negative one - this applies to both attack and damage rolls, where possible.
Well	Multiply positive ability modifier by 1.5, or halve negative one - this applies to both attack and damage rolls, where possible.
Normally	No special bonuses or special penalties are applied; the character simply uses the weapon as it was meant to be used.
Poorly	Double negative ability modifier, or ignore positive one - this applies to both attack and damage rolls, where possible. Feats that improve your attack rolls, damage rolls, or speed with the weapon group do not work.

WEAPON SPEED & ATTACKS

Weapon Speed is a numerical rating from one to seven, where 4 is an average weapon. Lower numbers indicate progressively slower weapons; higher numbers indicate faster ones. As weapons get faster, the maximum number of attacks each round that can be made with them increases; also, the difference in bonus from one attack to the next gets smaller. Thus, at speed seven, a character may have up to seven attacks. The chart below shows how many attacks, and at what bonuses, characters get at different weapon speeds and base attack bonuses.

OFF THE CHART

The chart below shows the attack bonuses for multiple attacks up to and past the point where each speed category gains it's maximum number of attacks. After that point, each point of increase to base attack simply adds one point to each of the bonuses shown.

FIGHTING WITH TWO WEAPONS

If you are wielding a weapon in both hands, use the worse of the two weapon speeds, plus one. If this grants you bonus attacks, you must divide attacks between the two weapons as evenly as possible.

AN EXAMPLE

The swordmaster Auron (Base Attack Bonus +14) is currently wielding a Brand (speed 4). He arrives at a new city famed for it's weapon manufacturing, and is offered a Katana (speed 5) at a good price.

Checking the chart below, Auron finds that the Katana would give him a base of four attacks (at +14, +10, +6, and at +2, specifically). His current weapon, the Brand, gives him only three attacks (at +14, +9, and +4). Certainly, he gives the idea of a weapon change some serious thought, since he happens to be fully proficient with both weapon groups (knight blades and crescent blades, that is).

However, the Longsword has a crit of 19 (x2), which is better than the Katana's. This might or might not be of importance to some characters, but Auron already possesses several abilities which are much stronger when he uses a weapon that deals critical hits more often.

Having chosen against the Katana, Auron makes his reasoning clear the shopkeeper. The shopkeeper tenders the idea of changing over to a fencing weapon - they have a crit of 18 (x2), and a speed of 6 (which would give Auron six base attacks, of +14, +11, +8, +5, +2, and +1. Sadly, Auron has no real skill with such weapons, being neither familiar with them nor proficient in their use, so he is forced to decline, at least for the time being.

Base Attack Bonus	WEAPON SPEED						
	1	2	3	4	5	6	7
+1	+1	+1	+1	+1	+1	+1	+1
+2	+2	+2	+2	+2	+2	+2	+2
+3	+3	+3	+3	+3	+3	+3	+3/+1
+4	+4	+4	+4	+4	+4	+4/+1	+4/+2
+5	+5	+5	+5	+5	+5/+1	+5/+2	+5/+3/+1
+6	+6	+6	+6	+6/+1	+6/+2	+6/+3	+6/+4/+2
+7	+7	+7	+7/+1	+7/+2	+7/+3	+7/+4/+1	+7/+5/+3/+1
+8	+8	+8/+1	+8/+2	+8/+3	+8/+4	+8/+5/+2	+8/+6/+4/+2
+9	+9	+9/+2	+9/+3	+9/+4	+9/+5/+1	+9/+6/+3	+9/+7/+5/+3/+1
+10	+10	+10/+3	+10/+4	+10/+5	+10/+6/+2	+10/+7/+4/+1	+10/+8/+6/+4/+2
+11	+11	+11/+4	+11/+5	+11/+6/+1	+11/+7/+3	+11/+8/+5/+2	+11/+9/+7/+5/+3/+1
+12	+12	+12/+5	+12/+6	+12/+7/+2	+12/+8/+4	+12/+9/+6/+3	+12/+10/+8/+6/+4/+2
+13	+13	+13/+6	+13/+7/+1	+13/+8/+3	+13/+9/+5/+1	+13/+10/+7/+4/+1	+13/+11/+9/+7/+5/+3/+1
+14	+14	+14/+7	+14/+8/+2	+14/+9/+4	+14/+10/+6/+2	+14/+11/+8/+5/+2	+14/+12/+10/+8/+6/+4/+2
+15	+15	+15/+8	+15/+9/+3	+15/+10/+5	+15/+11/+7/+3	+15/+12/+9/+6/+3	+15/+13/+11/+9/+7/+5/+3
+16	+16	+16/+9	+16/+10/+4	+16/+11/+6/+1	+16/+12/+8/+4	+16/+13/+10/+7/+4/+1	+16/+14/+12/+10/+8/+6/+4
+17	+17	+17/+10	+17/+11/+5	+17/+12/+7/+2	+17/+13/+9/+5/+1	+17/+14/+11/+8/+5/+2	+17/+15/+13/+11/+9/+7/+5
+18	+18	+18/+11	+18/+12/+6	+18/+13/+8/+3	+18/+14/+10/+6/+2	+18/+15/+12/+9/+6/+3	+18/+16/+14/+12/+10/+8/+6
+19	+19	+19/+12	+19/+13/+7	+19/+14/+9/+4	+19/+15/+11/+7/+3	+19/+16/+13/+10/+7/+4	+19/+17/+15/+13/+11/+9/+7
+20	+20	+20/+13	+20/+14/+8	+20/+15/+10/+5	+20/+16/+12/+8/+4	+20/+17/+14/+11/+8/+5	+20/+18/+16/+14/+12/+10/+8

ARMOR

ARMOR BASE GROUP STATS		SPECIFICS, BY ARMOR WEIGHT				
		5 Lb (Very Light)	14 Lb (Light)	27 Lb (Medium)	44 Lb (Heavy)	65 Lb (Very Heavy)
ROBES	Max Dex: Any Common	Cloak Def +2 DR 1/Bash	Mage Robes Def +2 DR 2/Bash	Cloth Swathing Def +2 DR 3/Bash	—	—
GARB	Max Dex: +5 Common	Tunic Def +3 DR 1/Slash	Jerkin Def +3 DR 2/Slash	Leathers Def +4 DR 2/Slash	Battle Coat Def +4 DR 2/—	—
MAIL	Max Dex: +3 Uncommon	—	Chain Shirt Def +3 DR 2/Pierce	Chain Suit Def +5 DR 2/Pierce	Scale Mail Def +5 DR 2/—	Chain Swathing Def +7 DR 2/—
PLATE	Max Dex: +1 Rare	—	—	Half-Plate Def +5 DR 2/—	Full-Plate Def +5 DR 3/—	Heavy Plate Def +6 DR 3/—

While many players may not think of clothing and robes as being, at least potentially, every bit as good as steel in terms of armor, Final Fantasy world include magic and equipment so potent that even clothing merits it's place among the various armors of this game.

The table above displays the fourteen basic sets of armor available in Final Fantasy d20. These sets are distributed among four types (Robes, Garb, Mail, and Plate), and are listed as one of five different weights.

In each row, the name of the Armor group is found at the left-hand side of the row, followed by the basic statistics of that group—these basic statistics apply to all armors in that group (for example, all forms of Garb have a Maximum Dexterity modifier of +5, and are Common). After group name and basic statistics, there are three or four other entries on each row, showing armors of that group, arranged by weight.



ARMOR STATISTICS

Each set of armor has the following characteristics; these items define what the armor can do and how it helps the wearer. Many of the statistics that a set of armor possesses can be altered, often very significantly, by the addition of various armor Enhancements.

- **Weight:** The Armor's weight, in pounds. Armor weight is not a complex issue, as weapon weight is; however, armor is often very heavy, and may cause Encumbrance.
- **Maximum Dexterity Modifier (Max. Dex):** The bonus shown here is the highest that a wearer's Dexterity modifier may rise to while wearing it. If a wearer has a larger dexterity bonus than the one shown here, then they treat their bonus as being the same as the Max Dex. of their armor while they are wearing it.
- **Rarity:** Common, Uncommon, Rare, Very Rare, are different levels of rarity. Rarity for Armor is the same as for all other items; it is detailed on the first page of this chapter, and affects costs as well as the DC to build and repair the item.
- **Defense Bonus (Def):** This bonus is added to the Defense rating of the character wearing it. However, the Defense bonus a character gains from Armor and the one they gain by means of their Classes do not stack with one another, unless the character possesses special abilities which specifically allow this to occur.
- **Damage Reduction (DR):** This statistic shows how much damage from each hit a given set of armor cancels, as well as what kinds of basic damage ignore this reduction. For example, a Chain Suit is DR 2/Pierce. This means that whenever someone wearing it receives physical damage, they ignore the first two points of that damage done by each hit. However, if the damage is "pierce" damage, then it is not reduced. Note, however, that DR protects against physical damage only; energy damage is still applied in full force.



SHIELDS

WEIGHT	RARITY	DEFENSE
5 LB	Common	+1
9 LB	Common	+2
14 LB	Common	+3
20 LB	Uncommon	+4

You strap a shield to your forearm and grip it with your hand. All shields offer the same basic protection (a bonus to Defense); they simply do so in varying degrees.

- **Shield Weight:** To use a shield, a character must be capable of using it one-handed. To determine if they can do so, check the shield (as if it was a weapon) on the Weapon Weight and Handedness tables; if the shield would be a ‘Standard’ weapon to the character, then they may use it normally. If a shield is too heavy, it grants no bonus to defense unless the holder uses a move action to brace it each time they move about the battlefield or change positions.
- **Proficiency:** Character who are proficient with shields can stack their shield bonus to defense with their class bonus. Otherwise, the two overlap (shield and armor defense bonuses always stack with each other).
- **Shield Bash Attacks:** You can bash an opponent with a shield, using it as an off-hand weapon. Generally, a character deals 1d4 points of damage with a shield. Shields are bashing weapons, and are treated as part of the Bludgeons group for determining if a character is proficient to attack with them. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).

ACCESSORIES

ACCESSORIES	WT
Necklace	1
Headband	1
Bracelets	1
Shoes	2
Belt	2

There are five basic types of accessories, all of which are common items. While basic accessories grant no special bonuses or penalties of any kind, accessories are given Enhancements just as often as weapons and armor are.

Bonuses from accessories never stack; if two accessories give the same bonus or the same ability, use whichever is greater.

Once they are enhanced, the ways that they can be worn are limited. Some accessories also can't be worn with other items, or vary in appearance, as follows:

- **Necklace:** You can always wear one Necklace; some necklaces have the appearance of collars or torcs.
- **Headband:** You can always wear one Headband; some headbands appear as circlets or crowns.
- **Bracelets:** You can't wear bracelets if you are wearing claws that are treated as weapons. These items come in pairs, one for either arm, and both bracelets together share all enhancements.
- **Shoes:** You can't wear shoes if you are wearing boots that are treated as weapons. These items come in pairs, one for either foot, and both shoes together share all enhancements.
- **Belt:** You can always wear one belt.

ABOUT ENHANCEMENTS

Enhancements are alterations which can be added to a weapon, armor, shield, or accessory in order to grant it, or it's user, special abilities. These benefits are empowered and activated by investing MP into the item, and remain active as long as the MP is invested. As more enhancements are placed onto an item (or as multiple copies of the same enhancement are added), the cost of the item increases. See the table at the bottom of this column to learn the amount of Gil added to the cost. An item that has the same enhancement multiple times treats each copy as a separate enhancement.

INVESTING AND CLEANSING

With a single partial action of concentration, a character may invest up to (their character level) MP in any item. They may invest MP over repeated rounds as desired to reach the amount they wish. Effects granted by invested MP apply only to the character who invested it — if others invest MP in your items, it grants them no benefit.

With a single partial action of concentration, a character may remove any or all of the MP they have invested in an item from it. This MP is spent, and still must be regained—you cannot withdraw Invested MP directly to regain it.

Each enhancement is treated as a 'level' of investment. To activate a single enhancement that an item possesses, a hero need only invest one MP into it. To activate multiple enhancements, the hero must invest more. At the bottom of this column, a chart is given, showing the number of MP required to activate a set number of enhancements. It is possible to activate only some of an item's enhancements, if desired, by investing less MP. If this is done, the hero chooses when they invest the MP which are activated, and which are not. An item with the same enhancement multiple times treats each copy as a separate enhancement.

A hero may have MP invested in more than one item at a time, and each is treated separately for figuring investment requirements. However, a hero may never have MP invested in more items than (their Wisdom score, divided by three).



INVESTMENT HARDENING

Each time an item's threshold is achieved, the item grants it, or it's owner, (whichever applies) a cumulative +2 bonus on all saves to resist theft or breakage. This represents a character's increased attunement to items that they have invested their own energies into.

CRAFTING ITEMS WITH ENHANCEMENTS

In order to craft items with enhancements, you must have at least two specializations—the item's type, and the special quality that you wish to give it. Thus, to craft a Mythril Crescent Blade, you would need to have the crafts specializations *Mythril* and *Crescent Blades*. Also, the DC to craft an item with one of these special qualities is increased as listed with that quality. Finally, the cost multiplier given for such items also increases the cost for the raw materials - and, in many cases, the GM will dictate that the raw materials required for such an item can only be found in certain areas, or are held by certain persons, thus creating an adventure to gain materials for the desired items.

Enhancements	Investment	Cost Increase
1	1 MP	+100 Gil
2	4 MP	+300 Gil
3	9 MP	+600 Gil
4	16 MP	+1000 Gil
5	25 MP	+1500 Gil
6	36 MP	+2100 Gil
7	49 MP	+2800 Gil
8	64 MP	+3600 Gil
9	81 MP	+4500 Gil
10	100 MP	+5500 Gil

OPTION: THE d20 "PLUS" SYSTEM

Many other d20 books make use of a system in which items receive bonuses, much like enhancements, that are rated on a system from "+1" to "+5". These special benefits can be added to this system as desired; simply treat each point of "plus" as one enhancement.

When making this conversion, use the costs and simpler creation methods in this book instead. Such items are much more accessible in FFd20, though they do come at the cost of invested MP.

The reverse conversion is also possible, converting the enhancements here into "+1's", and using that system for item creation. As always, do what works best for you.

THE ENHANCEMENT LIST

ADAMANT

Adamant items are made, in whole or in part, of a dull, non-reflective black metal that looks much like wrought iron. They are sometimes called ‘iron’ by mistake.

- **Weapon:** A weapon using this enhancement seizes and destroys the magical energy of those it strikes; those struck lose 1 MP for each copy of this enhancement the weapon has active.
- **Armor:** Armor with this enhancement is especially difficult for weapons to penetrate, as Adamant shares its dense properties with other materials it is linked to. The DR of the armor increases by one for each copy of this enhancement the armor has active.
- **Accessory:** Accessories made with this enhancement grant the hardness and solidity of adamant to all that the user possesses. The user gains +1 to

ELEMENTAL

These items appear to be made of, or coated in, the solid form of an elemental energy. When you add this quality to an item, choose one energy type: *Air, Electricity, Fire, Ice, Holy, Shadow, or Water*.

- **Weapon:** When a character successfully strikes with a weapon that has this Enhancement active, it deals 1d4 additional damage of the named elemental type. Added to the same Weapon repeatedly, either more energy types can be selected, or the added die of damage done by each energy type already applied can be added repeatedly, increasing the size of all energy dice added to damage by one step.
- **Armor:** A character wearing armor with this enhancement active gains Energy Resistance 3 to that type of energy. Added to the same Armor repeatedly, either more types of energy resistance can be added, or all existing resistances can be improved by one.
- **Accessory:** When a character wearing an accessory that has this enhancement active on it casts a spell with a random component that uses the same energy type as this item, up to three of the dice used to determine that random component are increased by one size. Thus, if the character was casting a spell that dealt 5d6 damage, and had an accessory with this enhancement (for the appropriate energy), the spell would deal 3d8 and 2d6 damage instead. Added to the same accessory repeatedly, either more energy types can be selected, or the number of dice that are ‘stepped up’ for each chosen energy type can be increased by three.

CRYSTAL

These items appear to be made, in whole or in part, of a glasslike substance (though it comes in various colors). They are sometimes called ‘diamond’ items, though not truly made of diamond.

- **Weapon:** A weapon using this enhancement grants the wielder +1 to attack and to damage for each active copy of the enhancement it possesses.
- **Armor:** Armors with this enhancement have the Defense bonus that they grant increased by one for each active copy of this enhancement they possess.
- **Accessory:** Accessories made with this enhancement shine with a brilliant light, illuminating an area ten feet in all directions from the wearer. For each active copy of this enhancement after the first, this radius doubles geometrically (to 20 feet, then 40, then 80, and so on).

MYTHRIL

Mythril is a silvery metal that occasionally seems to bend and flow as its user needs; items made of it take on its sheen and shimmer fluidly.

- **Weapon:** A weapon using this enhancement has its critical threat range increased by one for each active copy of the enhancement it possesses.
- **Armor:** Armors with this enhancement have their Max. Dex increased by one for each active copy of this enhancement they possess.
- **Accessory:** Accessories made with this enhancement grant their user some of the same fluidity of motion as they possess. The wearer of such an accessory gains +5 feet to the base speed and +1 to all reflex saves for each active copy of this enhancement that the item has.

INVESTMENT & ENHANCEMENTS EXAMPLE

Rhoades has acquired a set of heavily-enhanced armor. It includes the following four enhancements: *Elemental (Flame)*, *Elemental (Earth)*, *Elemental (Increase Resistances)*, and *Adamant*.

Looking at this list, Rhoades decides he can invest nine MP into the armor. This will activate three of the Enhancements on it. Activating the Elemental Earth and Flame enhancements would give him a resistance of three to both of those elements, and since he’s about to enter a Magma cave, he likes this a great deal. He waffles briefly between activating Adamant and Elemental (Increase Resistances), and eventually decides that Energy Resistance 6 of both types is too good to pass up right now.

As always, Rhoades does keep in mind that he can later ‘cleanse’ the item and activate a different set of its enhancements if he likes.



6 **DETAILING**

GAMMA VERSION

This chapter exists to explain the many little pieces of a character that, while clearly important, are secondary while the numerical process of character creation itself is going on. This is where HP and MP are explained in detail, as is the process of gain experience points and levels, so that a character can advance beyond their starting abilities.

CHARACTERIZATION

While, as is the way in most game books, almost the entire page count of this chapter is devoted to numerical detail, that doesn't mean that numbers are the real meat of the last stage of character creation. While you will need to address all the various rules issues on the next few pages, you'll want to consider the items given here as you go about the last tasks of finishing your character up.

VITAL STATISTICS

Determine (in whatever way you and the GM deem reasonable) your character's name, gender, age, height, and weight.

MAKING THE NUMBERS LIVE

One of the greatest sources a player can have for developing a roleplaying aspect to their character is the numbers that make up that character.

A strong character looks at a thin wooden door very differently from a weak one. A character with an especially high Constitution can be a great deal more casual about the possibility of poison than their opposite.

This principle can be extended down to background, and work up from there, as well. If your character has a very good ability score, did either of their parent share the same trait? Did they learn their Feats through their own experiments, or did they have teachers?

LOOKS

Decide what your character looks like. Characters with high Charisma scores tend to be better-looking than those with low Charisma, though a character with high Charisma could have strange looks, giving him a sort of exotic beauty. You can use your character's looks to tell something about her personality and background. Scars, tattoos, and the way that your character dresses can all express how they act and think in the world around them.

BACKGROUND

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

- Where in the game world is she from?
- How did she decide to be an adventurer?
- What else the character aspire to become, and why?
- Where did she get her starting equipment from?
- Do any of her personal items have special significance?
- What's the worst thing that's ever happened to her?
- What's the best thing that's ever happened to her?
- Does she stay in contact with her family?
- Does she has any already-existing relationship with the other members of the adventuring group?
- What does she do to relax?
- Does she have any sweeping, long-term goals or dreams about how she would like to change the world?
- What would she say if she discovered that she was chosen by fate to save the world from terrible peril?

PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Race and class are good places to start when thinking about personality, but they are bad places to stop.

A handy trick for making an interesting personality for your character is including some sort of conflict in her nature, such as a noble who can't stand the idea of inherited leadership, an honest (but greedy) merchant, or a friendly, genial sort of person with a single thing that makes them terrifyingly, horribly angry.

Your character's personality can change over time. Just because you decide some basic facts about your character's personality when you create the character doesn't mean you need to abide by those facts as if they were holy writ. Let your character grow and evolve the way real people do.

NAME

Invent a name that fits your character's race and class. A name is a great way for you to start thinking about your character's background. The character might well be named after some hero of the past, after an idea (such as Charity), or their name might just be a collection of sounds you find pleasing.

REPUTATION

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. The higher the bonus, the more likely recognition is. However, a high Reputation bonus also makes it difficult for the hero to mask his or her identity. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety.

FAME AND INFAMY

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to all Charisma-based skill checks where the hero is attempting to gain a positive reaction or be believed.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign. Infamy is a bonus to Charisma-based checks where the hero is attempting to frighten others.

REPUTATION CHECKS

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Note that if the GM character has no possible way of recognizing a hero, then the check automatically fails. If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 (Fame) bonus or a -4 (Infamy) penalty on checks involving the hero's reputation for the duration of the encounter. The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.

SAVES

Generally, when a hero is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. The Difficulty Class for a save is determined by the attack itself. Like an attack roll, a saving throw is a 1d20 roll plus a bonus based on the hero's class and level (the hero's base save bonus) and an ability modifier. A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. A character's saving throw bonus is:

- **Base save bonus + Ability modifier**

THE THREE SAVES

The three different kinds of saving throws are:

- **Fortitude:** These saves measure the character's ability to stand up to massive physical punishment or attacks against his or her vitality such as poison and paralysis. Apply the character's Constitution modifier to his or her Fortitude saving throws.
- **Reflex:** These saves test the character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, the character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.
- **Will:** These saves reflect the character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his or her Will saving throws.

ENCUMBRANCE

A character can only carry so much weight without difficulty. As a character picks up additional weight, they begin to slow down and to encounter difficulty at performing certain tasks.

Listed below are the various different categories of encumbrance used in this game. If a character qualifies as being in more than one of them, use the most severe. Each has amount (such as "3x STR or more"); a character carrying weight, in pounds, within that amount qualifies as being in that category. Each also names a penalty that the character faces; this penalty is applied to all skills that have the notation (Enc), as well as to all attack rolls (though not to damage rolls). Finally, each notes any adjustments to the character's base movement speed.

- **NONE:** Less than 3x STR: No penalty, normal speed.
- **LIGHT:** 3x STR or more: -1 penalty, -5 Ft speed.
- **MEDIUM:** 7x STR or More: -2 penalty, -10 Ft speed.
- **HEAVY:** 12x STR or More: -4 penalty, -20 Ft speed.
- **EXTREME:** 18x STR to 25x STR: -8 penalty, speed is 5 Ft.
- **25x STR OR MORE:** Character collapses under the load.

DEFENSE

Defense represents how hard it is for opponents to land a solid, damaging blow on a character (or object). It's the attack roll result that an opponent needs to achieve to hit a target. The average, unarmored civilian has a Defense of 10. A hero's Defense is equal to:

- **10 +Dexterity modifier + any class bonus + any equipment bonus. + any other modifiers.**

COMPONENTS OF DEFENSE

- **Dexterity Modifier:** If the character's Dexterity is high, the character is particularly adept at dodging blows or gunfire. If the character's Dexterity is low, the character is particularly inept at it. Sometimes the character can't use his or her Dexterity bonus. If the character can't react to a blow, he or she can't use his or her Dexterity bonus to Defense.
- **Class Bonus:** A character's class and level grant an innate bonus to Defense. This bonus measures the character's combat savvy and applies in all situations, even when the character is flat-footed or would lose his or her Dexterity bonus for some other reason.
- **Equipment Bonus:** If the character wears armor, it provides a bonus to the character's Defense. This bonus represents the armor's ability to protect the character from blows. Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense. Sometimes the character can't use the equipment's bonus to Defense. If an attack will damage the character just by touching him or her, the character can't add an equipment bonus (see Touch Attacks).
- **Other Modifiers:** Other factors can add to Defense, such as Feats, Natural Armor, Magical Effects, and the like. Two special cases include Size bonuses and penalties, applicable only to especially large or small creatures, and Dodge Bonuses, which represent actively, and are only useful if the character's Dexterity bonus is (however, dodge bonuses stack with each other).

A SPECIAL NOTE: TOUCH ATTACKS

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but the character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

MAGIC POINTS

These points track how much magical energy your character has on hand. Like HP, you have permanent and current MP, and can never have more current than permanent points. MP is used fuel all kinds of magical or extraordinary feats, as well as to cast magical spells. It is regained by resting, though you regain MP much faster than HP. Also, items exist which can be used as sources or 'batteries' for MP, allowing your hero to expand their total amount of MP on hand.

FIGURING YOUR MAGIC POINTS

- **Each Level:** Each time a level is gained, a player rolls the die indicated as the Magic Die for their chosen class, adds their modifier for the Ability associated with it, and the character gains that many permanent Magic Points. At first level, they take maximum roll automatically, and the character always gains at least one Magic point.
- **Ability Increases:** Increases in ability score do not retroactively increase magic points, but can increase future gains each level.

SPENDING MP AND INVESTMENT

When you spend MP to fuel powers and spells, you expend current, not permanent points, and regain them normally. However, one special case does apply:

- **Invested MP:** Magic Points can also be "invested", usually to allow certain kinds of magical item to operate. Invested Magic Points are spent and not regained; the character may choose to regain them whenever they regain MP, but if they do so, the points cease to be invested, and the item (or whatever it may be) ceases to operate in a magical way, which sometimes renders it useless. You cannot choose to "take back" invested MP—you must regain it normally, through rest. It is possible to have MP invested in more than one item at any given time.

REGAINING MP

Think of magic as your own personal energy. When you spend it, it goes out into the world, and slowly returns to you. For every hour of complete rest, a character regains as many MP as their total character level. Over a full night of rest, most characters will easily regain all their lost MP - however, sometimes it's advantageous to take a brief rest just to 'top up'.

MP DRAIN

Certain items and attacks drain MP from a user. This loss comes from current MP. It does not affect Invested MP or Permanent MP unless it specifically states that it can, and detail how it does so.

HIT POINTS (HP) AND DAMAGE

Hit points measure how hard a character is to kill. These points are used to tally how healthy your character is. You have permanent and temporary Hit Points (though temporary cannot exceed permanent except by gaining temporary Hit Points); as you take damage, you lose temporary hit points; you can even go into negative numbers. The more temporary hit points you have, the healthier you are; the less you have, the less healthy. Negative hit points indicates severe injury (see the next column). When you rest for long enough, you regain lost hit points, unless some special condition prevents you from healing naturally. Medicine and magic can also restore lost Hit Points.

FIGURING YOUR HIT POINTS

- **Each Level:** Each time a level is gained, a player rolls the die indicated as the Hit Die for their chosen class, adds their Constitution modifier, and the character gains that many permanent Hit Points. At first level, they take maximum roll automatically, and the character always gains at least one hit point.
- **Constitution Increases:** An increase in a character's Constitution score grants added Hit Points. For each point the modifier increases by, the character gains (their level) in hit points. These are 'real', not temporary, hit points, but are lost if the increase is. Lowered Constitution also causes the reverse effect, decreasing both current and temporary Hit Points.
- **Temporary Hit Points:** Certain effects can give a character temporary hit points. These hit points are tracked independently of normal hit points, are lost first if the character is damaged, and cannot be healed. If these points 'expire' at some point, all remaining ones vanish.

GETTING HURT

- **Lethal Damage:** When you are struck with a weapon or otherwise harmed, you usually take lethal damage. Dice are usually rolled, and the result is taken off your current hit points as damage.
- **Nonlethal Damage:** Some weapons, and most unarmed attacks, do nonlethal damage. A wielder of a lethal melee weapon can also choose to do nonlethal damage, but takes a -4 penalty on attack rolls when doing so. Nonlethal damage does not affect hit points; it either causes a temporary effect to the target, or has no effect at all. The target must make a Fortitude save (DC=Damage done). If the target succeeds on the save by five or more, there is no effect. If by less than five, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for 1d4+1 rounds.

HOW HURT IS THAT?

The various degrees of injury in this game are not as severe as those in most other game systems; FFd20 characters can deal out and take more damage, in some ways, than others.

- **Fine (Full Hit Points):** A character who has all of their Hit Points is completely uninjured.
- **Hurt (1 or More, But Not Full, HP):** At this level, a character is hurt, but isn't yet slowed by their injuries. They act normally and suffer no penalties.
- **Disabled (From 0 Hit Points to Knockout):** When a character's current hit points drop to 0, they are disabled - they aren't unconscious, but are close to it. They can only take a single move or attack action each turn (but not both, nor can they take full-round actions). They can take other nonstrenuous actions without further injury, but if they attack or perform any action the GM deems strenuous, they take 1 point of damage after the action. Characters can also become disabled when recovering; in this case, they can have fewer than 0 hit points.
- **Knocked Out (Negative HP Equal to Character Level):** When a character's current hit points drop to a negative amount equal to their character level, the character is knocked out; they fall unconscious and can take no actions.
- **Dead (Negative HP Equal to Constitution score and double Character Level):** When a character's current hit points drop to this point, he or she is actually and thoroughly dead. A character can also die if his or her Constitution is reduced to 0.

GETTING STABLE AND GETTING BETTER

Characters who are dying can be stabilized. After taking damage, a character can recover HP naturally or with help.

- **Regaining Consciousness:** One hour after being Knocked Out, a Hero makes a Fortitude save (DC 20) to regain consciousness. If successful, they become disabled (see above). If the save fails, they must try again every hour until they succeed.
- **Starting to Heal:** A character stabilized by others always recovers hit points naturally. An *untreated* character who has negative hit points, however, must make a Fortitude save (DC 20) to start recovering hit points naturally; if the save fails, they lose 1 hit point, and must try again the next day.
- **Natural Healing:** A character recovers hit points equal to their character level each evening of rest (8 hours of sleep). Ability damage returns at the rate of 1 point per evening of rest. Complete bed rest (24 hours) restores 2 points per day.

EXPERIENCE POINTS (XP)

As they progress through adventures and learn from them, characters grow more powerful. This is measured with Experience Points (XP), which are gained throughout a character's career. As they pass certain points in that career (measured by total XP), they gain levels. The required XP to achieve various levels is shown on the table to the right. Each time they gain a level, they may gain it a class they are already in, or in any other class that they have all the prerequisites for. Thus, a level ten character might have five levels of Strong Hero, and five levels of Tough Hero.

LEVEL-DEPENDENT BENEFITS

Each time a character's level increases (their character level, not any set class), they may receive a special benefit, as shown on the chart to the right. These benefits are:

- **Bonus Feat:** The character gains any one selected Feat that they have the Prerequisites for.
- **Ability Increase:** A selected ability score the hero has improves permanently by one point (possibly improving the modifier as well).
- **Bonus Talent:** The character chooses and gains a Talent from one of the basic classes. They must have the required ability score to enter the class in question, as well as any special requisites for that talent.

THE LEARNING CURVE

As characters gain more and more levels, each additional level grants slightly less notable benefit to the character. At early levels, hit point gains and Magic point gains for each single level seem quite substantial. By level 20, a further one to ten points of MP of ten can seem quite small. Also, other factors begin to drop away,

- **Starting at Level Ten:** Talents are no longer granted as level-dependant benefits, but may still be gained from classes.
- **Starting at Level Twenty:** From this point onwards, Base Class Defense and Base Attack bonuses are limited, at most, to (10 + Half the Character's Total level); if they would be increased beyond that by the character's class, that benefit is lost. Also, Bonus Feats are no longer gained as level-dependant features, but may still be gained from classes.
- **Starting at Level Thirty:** From this point onwards, Base Reputation and Base Save Bonuses are limited, at most, to (30 + Half the Character's Total level); if they would be increased beyond that by the character's class, that benefit is lost. When halving the character's level for this calculation, *round up*. Ability increases are no longer gained as level-dependant bonuses.

Lvl	Total XP	Benefit Gained
1	—	Bonus Feat
2	1,000	Bonus Talent
3	3,000	Ability Increase
4	6,000	Bonus Feat
5	10,000	Bonus Talent
6	15,000	Ability Increase
7	21,000	Bonus Feat
8	28,000	Bonus Talent
9	36,000	Ability Increase
10	45,000	Bonus Feat
11	55,000	—
12	66,000	Ability Increase
13	78,000	Bonus Feat
14	91,000	—
15	105,000	Ability Increase
16	120,000	Bonus Feat
17	136,000	—
18	153,000	Ability Increase
19	171,000	Bonus Feat
20	190,000	—
21	210,000	Ability Increase
22	231,000	—
23	253,000	—
24	276,000	Ability Increase
25	300,000	—
26	325,000	—
27	351,000	Ability Increase
28	378,000	—
29	406,000	—
30	435,000	Ability Increase
31	465,000	—
32	496,000	—
33	528,000	—

After Level 33: Xp required to gain another level is equal to the amount required to gain your current level, plus (1000, times your current level). No further Bonus Talents, Feats, or Ability increases are gained inherently after this point.



7 ADVANCED CLASSES

GAMMA VERSION

The bulk of this chapter is composed of Advanced Classes, which are classes that become available to characters as time goes on. These classes follow the same rules as the basic classes, except as follows.

FAMILIARITY

Each Advanced Class is familiar with using a set list of weapons and armor. As long they are only using weapons and armor from this list, they are treated as proficient with all those items. If using items outside this list, they gain no such benefit. This does not bar them from becoming truly proficient (which is still required to gain further Martial feats for those items), and does not combine with any other familiarity or proficiency. This feature is simply a ‘jump-start’, allowing a character new to an Advanced class to use it’s traditional equipment without penalty.

FEATURES

Each Advanced Class grants one fixed, inherent ability at level one of that class, and another at level ten in it. These abilities follow the rules given.

TECHNIQUES

Techniques are very similar to the Talents of the basic classes, but they cannot be selected as your Level-dependent benefits gained at achieving set total character levels, as Talents are.

THE CLASS ABILITY SCORES

As with the six basic classes, each of the Advanced classes has a key Ability score. The modifier for this score is added to the number of MP a character gains each time they take a level in such a class. Unlike the six basic classes, however, this ability score represents the one faculty of the character that most aids that class in performing it’s magical acts, not necessarily the score that characters in that class will make use of most heavily. Berserkers, for example, are a Constitution-based class, because health and grit are required to perform Berserk Techniques; however, many Berserkers actually have a Strength score much higher than their Constitution, single the class appeals strongly to those who want to become unstoppable, heavily-damaging warriors.

Strength-Based Classes

Kickboxer	The most powerful of unarmed fighters.
Knight	Break your foes and their gear.
Lancer	Leap and strike with spears.
Soldier	Make devastating melee attacks.

Dexterity-Based Classes

Farstriker	Master guns, ballistic, or thrown weapons.
Gunblade Sp.	Use the bizarre Gunblade well.
Grey Mage	Manipulate time, space, and gravity
Thief	Steal anything.

Constitution-Based Classes

Blitzer	Swim and fight well with Globes.
Blue Mage	Learn and use animalistic “blue spells”.
Samurai	Become indomitable and unbreakable.

Intelligence-Based Classes

Alchemist	Use & create potions, bombs, and the like
Black Mage	Cast damaging elemental spells.
Engineer	Master and make high technology.

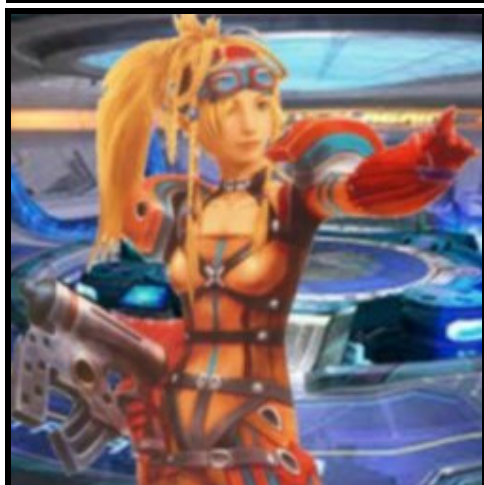
Wisdom-Based Classes

Summoner	Create Pacts with Aeons to learn spells.
White Mage	Heal and aid with holy magic.
Monk	Unify mystical power and physique.

Charisma-Based Classes

Bard	Use songs to aid and hinder.
Mimic	Imitate the abilities around you.
Red Mage	Use all magic, especially status-changes.

ALCHEMIST (INT)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Maximize Benefice, Mix	+0	+1
2	+1	+1	+1	+1	Bonus Feat	+1	+1
3	+2	+1	+1	+1	Mix	+1	+2
4	+3	+2	+2	+2	Bonus Feat	+1	+2
5	+3	+2	+2	+2	Mix	+2	+3
6	+4	+3	+3	+3	Bonus Feat	+2	+3
7	+5	+3	+3	+3	Mix	+2	+4
8	+6	+4	+4	+4	Bonus Feat	+3	+4
9	+6	+5	+5	+5	Mix	+3	+5
10	+7	+5	+5	+5	Maximize Edge, Bonus Feat	+3	+5

Alchemists are the masters of Chemical items, and have the capacity to use and alter those items in startlingly flexible ways. Not all Alchemist are actually capable of crafting chemical items, though many of them are; the special skills of the Alchemist lay more in the use of these items than in the creation of them.

The Final Fantasy series has seen a great many Alchemists, but of those, the most celebrated in ability is the erstwhile thief, Rikku, pictured above.

MINIMUM REQUIREMENTS

Ability Scores: Intelligence 13+

Skills: Education 6 ranks, Chemistry Specialization

CLASS SKILLS

Upon becoming an Alchemist, the Education (Int), Crafts (Int), Commerce (Wis), and Heal (Wis) skills become permanent class skills, if they were not already.

GENERAL FEATURES

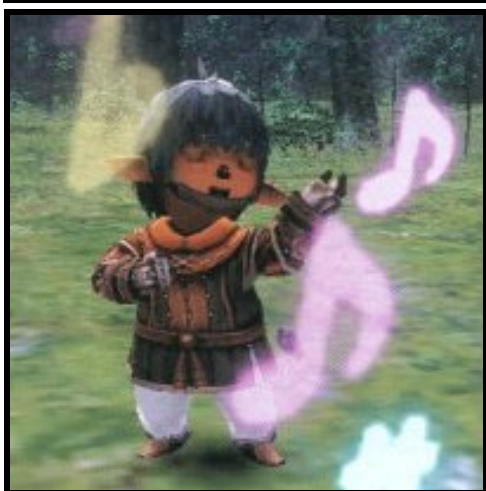
- **Alchemist's Familiarity:** Alchemists are familiar with these items as weapons & armor: *Small Blades (straight or curved)*, *Ballistic Weapons*, and *Light, flexible Armor*.
- **Maximize Benefice:** When making use of a Potion, Ether, Elixir, or Phoenix Down, the Alchemist may make use of it as a full-round action in order to maximize the effects of it. Instead of rolling dice for the amount of Hp or MP restored, the maximum amount possible on that roll is applied instead.
- **Bonus Feats:** An Alchemist may gain Focus feats as class feats, if those Feats specify a skill and the skill selected is a class skill.
- **Maximize Edge:** At level 10, the Alchemist gains the ability to maximize Bombs in the same fashion as they can maximize other chemical items. This still requires a full-round action, but they may throw or otherwise attack with the items as part of that action.

MIX TECHNIQUES

These are the special skills of the Alchemist. In order to use any of these abilities, the Alchemist must have two separate chemical items in-hand. They then add one of these items to the other in order to augment it. Doing so is a Move action. The newly-augmented chemical item must be used within two rounds, or it is rendered neutral.

- **+Bomb:** By adding a Bomb to another chemical item, the Alchemist changes the delivery method of that item. The original item becomes a radius effect item, with a radius the same as the bomb that was used to augment. If the original item already possessed a radius effect, that radius increases by five feet. If a bomb is used to augment another bomb, then the original bomb instead becomes one step more rare (Thus, a Gem becomes an Edge).
- **+Potion:** By adding a Potion to a chemical item with a randomly-determined amount of effect, the Alchemist changes the amount of effect of that item. The original item gains one added die of effect (bombs gain an added die of damage, for example).
- **+Ether:** By adding an Ether to a Potion or Phoenix Down, the Alchemist changes that item so it that restores MP equal to the amount of HP restored, in addition to it's normal effects. By adding an Ether to a Bomb, the Alchemist causes it to cause MP loss to each damaged creature equal to the HP lost.
- **+Phoenix Down:** By adding a Phoenix Down to a Potion or Elixir, the Hero changes the item so that it can affect unconscious creatures as well as conscious ones.
- **+Elixir:** By adding an Elixir to a Ether, Potion or Phoenix Down, the Hero changes the item so it restores both HP and MP equal to the amount of HP or MP restored, in addition to it's normal effects. Adding an Elixir to a Bomb has the same effect as adding an Ether.
- **+Double:** An Alchemist with this Technique may augment a chemical with two separate, different items as one move action, adding both augmenting effects.

BARD (CHA)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+0	Song, Whistle While You Work	+0	+1
2	+1	+1	+1	+1	Bonus Feat	+1	+1
3	+2	+1	+1	+1	Song	+1	+2
4	+3	+2	+2	+2	Bonus Feat	+1	+2
5	+3	+2	+2	+2	Song	+2	+3
6	+4	+3	+3	+3	Bonus Feat	+2	+3
7	+5	+3	+3	+3	Song	+2	+4
8	+6	+4	+4	+4	Bonus Feat	+3	+4
9	+6	+5	+5	+5	Song	+3	+5
10	+7	+5	+5	+5	Multisong, Bonus Feat	+3	+5

Bards are capable of magical performances, which they can use either to aid or to hinder those around them. As a bard advances in ability, they may gain the ability to improve their basic powers. Though the abilities of the Bard are quite simple, they can also be enormously powerful, especially if the Bard is working with or against a large group of allies or enemies.

MINIMUM REQUIREMENTS

Ability Scores: Charisma 13+

Skills: Perform 6 Ranks, Education 3 ranks

CLASS SKILLS

Upon becoming a Bard, the Deceit (Cha), Diplomacy (Cha), Education (Int) and Perform (Cha) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Bard's Familiarity:** Bards are familiar with these items as weapons & armor: *Small Blades (straight or curved), and Light, flexible Armor.*
- **Whistle While You Work:** Whenever a Bard makes use of any class ability (whether Bardic or otherwise) that costs MP (including spells), the Bard may choose to make a perform check at the same time. For each ten points of check result, the MP cost of the ability or spell is reduced by one. If the d20 rolled for this check is a natural 1 (the face of the die itself reads 1), then the ability fails to be activated or the spell fails to be cast, and the MP is lost.
- **Bonus Feats:** A Bard may take any Focus feats as bonus feats. However, any such feats taken that specify a skill must specify a Bard skill.
- **Multisong:** At level 10, the Bard may employ a Song as a Move action rather than an attack action, allowing them to sing twice in the same round, if they wish.

SONG TECHNIQUES

The powers of the Bard are encapsulated in songs. To make use of a song, a Bard expends MP, spends an Attack action performing (provoking Attacks of Opportunity), and designates targets. They may choose up to as many targets as their level in this class, but all targets must be within thirty feet, and able to hear the Bard. All of these bonuses and penalties last for three rounds.

- **Battle Song (Ex, 2 MP):** By lavishly praising and encouraging their allies, the Bard grants them a +2 Morale bonus to all attack and damage rolls. This Song may be used repeatedly on one target; it's effects stack.
- **Insult Song (Ex, 2 MP):** By singing slander and insults at a target, the Bard inflicts a –2 Morale penalty on all it's attack and damage rolls. This Song may be used repeatedly on one target; it's effects stack.
- **Angel Song (Ex, 7 MP):** By singing a song that enhances the magic of the area, the Bard can allow others to cast more powerful spells. Affected allies may add up to 2 level's worth of improvements from spell form and other feats, without raising the MP cost of any spells they cast. This song does not stack with itself.
- **Devil Song (Ex, 7 MP):** By singing a song that warps and distorts the magic of the area, the Bard can make it more difficult for others to cast spells. Affected enemies, which must be within 30 feet of the Bard, treat all spells they cast as two levels higher for purposes of MP costs. This song does not stack with itself.
- **Greater Songs (Always Active):** Once a Bard has gained this feature, bonuses & penalties granted by their songs improve. Those effects change from plus or minus two to plus or minus one-half of the Bard's level in this class. *Prerequisite: Bard Level 7+.*
- **Lingering Songs (Always Active):** Once a Bard has gained this feature, effects of Bard songs last a number of rounds equal to one-half of the Bard's level in this class. *Prerequisite: Bard Level 7+.*

BLACK MAGE (INT)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	Spellblast, Black Magic	+0	+0
2	+1	+0	+0	+3	—	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+1	+1
4	+2	+1	+1	+4	—	+1	+1
5	+2	+2	+2	+4	Bonus Feat	+2	+2
6	+3	+2	+2	+5	—	+2	+2
7	+3	+2	+2	+5	Bonus Feat	+2	+2
8	+4	+2	+2	+6	—	+3	+3
9	+5	+3	+3	+6	Bonus Feat	+3	+3
10	+5	+3	+3	+7	Multicast, Bonus Feat	+3	+3

A master of destructive magic, Black Mages control the elements and attack their foes in a fury of destructive magic. Many fear them, while others simply respect them; but few treat them poorly, since their abilities are well-known. Black Mages typically dress in a robe with a peaked hat that shadows the face, though some break with tradition. Famed Black Mages include Rydia, Vivi, and Lulu, and many 'generic' Black Mage characters.

MINIMUM REQUIREMENTS

Base Will Save: +3

Skills: Education 6 ranks, Composure 3 ranks.

CLASS SKILLS

Upon becoming a Black Mage, the Composure (Con) and Education (Int) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Black Mage's Familiarity:** Black Mages are familiar with these items as weapons & armor: *Small Blades (straight or curved)*, and *Light, flexible Armor*. Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **Blaze:** A Black Mage may make a Composure check, adding their level in this class as a bonus, upon casting Eyeshine, or damage-dealing Black Spell they know. The DC of this check is 15, plus (Spell's Level x5); magical feats that increase the spell's level are added in for this purpose. If the check succeeds, the MP spent to power the spell is regained.
- **Bonus Feats:** A Black Mage may gain any Magical feats as bonus Feats.
- **Multicast:** At level 10, the Black Mage may use Black spells as either Move actions or Attack actions (they still provoke attacks of opportunity).

BLACK MAGIC

Upon becoming a Black Mage, a character gains the magical feats Touch Spell and Ray Spell. Also, each time a character gains a level in this class, they may choose and gain three spells. At least two of these spells must be black magic spells. The third spell may be black, grey, or red, as desired. A Black Mage can gain black spells with a level up to their class level, but grey and red spells may not be learned at more than half of their class level. Thus, a Black Mage selects two black spells of up to level 6, and might choose to select a grey or red spell of up to level three as their third spell.

BLACK SPELL SUMMARY

LVL 1	AERO: Slams targets and pushes them about. EYESHINE: Collects light around the eyes. (Black Mage Only) FIRE: Deals 1d6+1 fire damage to targets. BLIZZARD: 1d6 cold damage, plus 1 temporary STR damage. THUNDER: 1d6 electricity; save DC +1 per four lbs. of metal.
LVL 2	OSMOSE: Steals 2d6 MP from targets. QUAKE: 3d6 damage and may knock prone. DRAIN: Steal 1d6 HP from targets. POISON: Deals 1d6 damage to targets three times.
LVL 3	AERA: Slams and damages targets, pushing them about. BLIZZARRA: 5d6 cold damage, plus 2 temporary STR damage. STONE: 5d8 Earth damage to targets. DELUGE: 3d6 water damage, plus Strength 24 Bull Rush
LVL 4	THUNDARA: 7d6 electricity; save DC +1 per four lbs. of metal. POISONA: Deals 2d6 damage, then 1d6 damage five times. FIRA: Deals 7d6+7 fire damage to targets.
LVL 5	AERAGA: Blasts and damages targets, pushing them about. DRAINAGA: Steal up to 3d6 HP from targets. STONA: 9d8 Earth damage to targets.
LVL 6	QUAKA: 11d6 damage and may knock prone. DELUGA: 9d6 water damage, plus Strength 36 Bull Rush COUNTER: Counter spells being cast.
LVL 7	BLIZZAGA: 13d6 cold damage, plus 3 temporary STR damage. DRAINAGA: Steal up to 5d6 HP from targets. STONAGA: 13d8 Earth damage to targets.
LVL 8	FIRAGA: Deals 17d6+17 fire damage to targets. THUNDAGA: 15d6 electricity; save DC +1 per four lbs. of metal. POISONAGA: Deals 2d6 damage, then 1d6 damage seven times.
LVL 9	QUAKAGA: 17d6 damage and may knock prone. SMOTHER: Counters another spell, allowing you to recoup some MP. TORNADO: 17d6 air damage, plus Strength 54 Bull Rush
LVL 10	FLARE: Deals 19d6+19 fire damage to targets. ULTIMA: 17d6 damage, no energy resistance, no saving throw. COUNTERA: Violently destroy a spell being cast

BLITZER (CON)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+1	+0	Blitz, Ricochet	+1	+0
2	+1	+2	+2	+0	Bonus Feat	+1	+1
3	+2	+2	+2	+1	Blitz	+2	+2
4	+3	+2	+2	+1	Bonus Feat	+2	+3
5	+3	+3	+3	+2	Blitz	+3	+3
6	+4	+3	+3	+2	Bonus Feat	+3	+4
7	+5	+4	+4	+2	Blitz	+4	+5
8	+6	+4	+4	+2	Bonus Feat	+4	+6
9	+6	+4	+4	+3	Blitz	+5	+6
10	+7	+5	+5	+3	Team Leader, Bonus Feat	+5	+7

The sport of Blitzball is played underwater, in a globe of liquid suspended in the center of an arena by technomagical means. The sport is violent and strenuous, and athletes who compete have developed special skills and capabilities for play. These players are Blitzers, and their tricks and abilities are useful far beyond the arena itself.

Blitzers are warriors are trained to use BlitzBalls and other globes both as weapons and for show. Many prefer to be seen as entertainers or as athletes. However, others are also adventurous and put their skills to very different uses, carrying the sport's skills out into the world.

MINIMUM REQUIREMENTS

Base Attack Bonus: +2

Feats: Weapon Proficiency (Globes).

Skills: Perform 3 ranks, Swim 6 ranks

Special: (Blitzball Games) as a Perform specialization.

CLASS SKILLS

Upon becoming a Blitzer, the Perform (Cha), Swim (Str), and Tumble (Dex) skills become permanent class skills, if they were not already.

GENERAL FEATURES

The following are the basic features of the Blitzer.

- **Ricochet (Ex, 1 MP):** Any thrown or kicked weapon a Blitzer uses to make a ranged attack returns to them instantly at the end of the attack if they spend one MP before making the attack.
- **Bonus Feats:** Each time this feature is attained, choose and gain any one Weapon or Focus feat. Weapon feats gained in this way must specify Globes as the weapon group; Focus feats must specify the Swim skill.
- **Team Leader (Ex):** The Blitzer's skill is so great that teammates are better just for playing with him. All members of a Blitzball team the character leads gain a bonus on all Blitzball gameplay checks equal to one-fifth of the Blitzer's ranks of Swim.

BLITZ TECHNIQUES

These are the Blitzer's special techniques. All of these skills require a standard ranged attack, using a thrown or kicked weapon to use. The Blitzer pays their cost before making the attack roll; they cannot add more than one technique to a single hit unless they possess Double or Triple Foul. If the Blitzer succeeds at a ranged attack, then the effects of the Blitz take effect. The DC of all saves against Blitz effects is (10, plus half the Blitzer's Class Level, plus the Blitzer's Constitution Modifier)

- **Dark Attack (Su, 3 MP):** This attack blinds the target, with all the normal effects, for 1 round per Blitzer Level rounds, with a successful Reflex save to negate.
- **Silence Attack (Su, 3 MP):** This Blitz attack silences a target and prevents them from speaking or from spellcasting normally for 1 round per Blitzer Level; a Reflex save negates this effect. A silenced spellcaster must make a Composure check (DC 10 + MP spent to cast the spell) after spending MP on a spell in order to cast it successfully.
- **Sleep Attack (Su, 6 MP):** This Blitz attack causes a target to fall asleep. They fall prone, and then sleep for 1 round per Blitzer Level; they are unable to act and treated as helpless until waking, but any damage done to them will cause them to wake up immediately. A Will save negates this effect.
- **Double Foul (Su, +3 MP):** This attack inflicts the effects of two of the three Attacks (Dark, Silence, and Sleep) in one hit. The Blitzer pays the MP for both, as well as the cost for this technique, and must possess both techniques.
- **Triple Foul (Su, +5 MP):** As per Double Foul, but inflicts all three Attack effects. Prerequisites: All three of the Attacks, and Double Foul.
- **Ricochet Shot (Ex):** The Blitzer bounces their shot off of a nearby piece of scenery (within ten feet of the target). By taking a -2 penalty to his attack, the Blitzer may deny his target his Dexterity bonus against the attack.

BLUE MAGE (CON)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	True Lancet, Blue Magic	+0	+0
2	+1	+0	+0	+3	—	+1	+1
3	+2	+1	+1	+3	Bonus Feat	+1	+1
4	+3	+1	+1	+4	—	+2	+1
5	+3	+2	+2	+4	Bonus Feat	+2	+2
6	+4	+2	+2	+5	—	+3	+2
7	+5	+2	+2	+5	Bonus Feat	+3	+2
8	+6	+2	+2	+6	—	+4	+3
9	+6	+3	+3	+6	Bonus Feat	+4	+3
10	+7	+3	+3	+7	Multicast, Bonus Feat	+5	+3

Blue Mages seek to learn and gain the abilities of all the monstrous creatures that exist. Most are themselves savage, but whether this is due to their learning or because savage characters learn Blue Magic easily is unknown.

MINIMUM REQUIREMENTS

Base Will and Fort Save: +3

Skills: Composure 6 ranks, at least ten total ranks of Strength or Dexterity-based skills.

CLASS SKILLS

Upon becoming a Blue Mage, the Awareness (Wis) and Composure (Con) skills become permanent class skills, if they were not already.

GENERAL FEATURES

The following are the basic features of the Blue mage.

- **Blue Mage's Familiarity:** Blue Mages are familiar with these weapons and armor: *Light Armor, and any one melee combat weapon type (not Gunblades) of their choosing.* Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **True Lancet:** In addition to their normal spell gains, all Blue Mages gain the Lancet spell at level one. A Blue Mage who uses the Lancet spell on any creature instantly discovers any spells or spell-mimicking abilities which the creature possesses and which the Blue Mage is currently capable of learning, and may learn those abilities as if the creature had just affected the Blue Mage with them (they must still expend one spell 'slot' for each spell thus learned, and maximum levels are unchanged).
- **Bonus Feats:** A Blue Mage may gain any Magical feats as bonus Feats.
- **Multicast:** At level 10, the Blue Mage may use Blue spells as either Move actions or Attack actions (they still provoke attacks of opportunity).

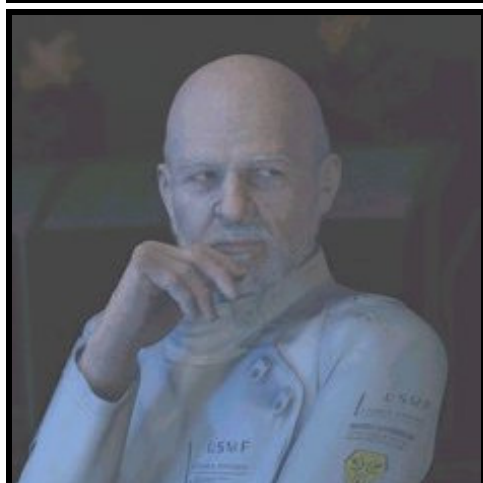
BLUE MAGIC

Upon becoming a Blue Mage, a hero gains the magical feat Personal Spell. Also, they can cast blue spells that they learn from creatures they encounter. Each time a hero gains a level in this class, they choose and gain one blue spell with a level of their class level or less. Also, they gain the capacity to learn two other spells, but do not learn them automatically (these are empty 'slots' to be filled). When affected by a spell, or an ability that mimics a spell, they may instantly learn that spell by using one of these 'slots', so long as it is a blue spell of their current Blue Mage level, or a black, white, or red spell of half their class level or less.

BLUE SPELL SUMMARY

LVL 1	LANCET: Steal a small amount of target's HP & MP. SEED: Spit seeds, dealing 1d6 piercing damage to a target. RASP: Causes target to lose 2d6 MP. ROAR: You scream, granting targets combat bonuses and penalties. MOBILUS: Targets have their base speed increased by 10.
LVL 2	NICHT: Gain an energy attack which you breath at foes. ACID: Deals 1d6 Damage, may cause Blind, Zombie, and Sleep. BOMBOS: Deals 5d6 Fire damage to you and all targets. MATRA: Targets may convert HP into MP.
LVL 3	MOBILA: Targets have their base speed increased by 40. ROARA: Targets accrue large combat bonuses and penalties. ACCUMULATE: Targets gain +1d6 to most d20 rolls and damage. MASTER: Weak target monsters recognize their master.
LVL 4	RASPA: Causes target to lose 9d6 MP. FANG: Targets inflict poison with their natural weapons. BOMBA: Deals 11d6 damage to you and all targets.
LVL 5	NICHTA: Gain a powerful energy attack which you breath at foes. GAZE: Targets gain a weak, but flexible gaze attack. MASTERA: Many target monsters recognize their master.
LVL 6	MOBILAGA: Targets have their base speed increased by 60. WHITE WIND: Targets heal 10d6 damage, up to your HP at most. ACCUMULA: Targets gain +2d6 to most d20 rolls and damage.
LVL 7	ROARAGA: Targets accrue massive combat bonuses and penalties. FANGA: Targets inflict Poisona and Blind with their natural weapons. GAZA: Targets gain a weak, but flexible gaze attack.
LVL 8	RASPA: Causes target to lose 15d6 MP. ANGELA: All spells affecting targets have their durations increased. BOMBAGA: Deals damage equal to your HP to you and all targets.
LVL 9	NICHTAGA: Gain an overwhelming energy attack you breath at foes. GAZAGA: Targets gain a powerful, flexible gaze attack. ATTUNEMENT: You use best bonuses found among targets.
LVL 10	ACCUMULAGA: Targets gain +3d6 to most d20 rolls and damage. FANGARA: Targets inflict Poisonaga & Doom with natural weapons. DRACONIS: Targets gain the effects of Regena & Reraise.

ENGINEER (INT)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+0	+0	Dead Tech, Construction	+0	+0
2	+1	+2	+0	+0	Bonus Feat	+1	+1
3	+1	+2	+1	+1	Construction	+1	+1
4	+2	+2	+1	+1	Bonus Feat	+1	+1
5	+2	+3	+2	+2	Construction	+2	+2
6	+3	+3	+2	+2	Bonus Feat	+2	+2
7	+3	+4	+2	+2	Construction	+2	+2
8	+4	+4	+2	+2	Bonus Feat	+3	+3
9	+5	+4	+3	+3	Construction	+3	+3
10	+5	+5	+3	+3	Fast Crafts, Bonus Feat	+3	+3

Engineers create and deal with fantastical notions, machines, and items. In the worlds of Final Fantasy, the borders between science and magic are blurry, and sometimes vanish altogether. The greatest scientist of the Final Fantasy series is Cid, who appears in many of the games, in all the guises scientists wear.

MINIMUM REQUIREMENTS

Abilities: Intelligence 11+

Skills: At least six ranks in any one of Education, Crafts, or Heal, and at least one rank of Crafts.

Feats: At least two Focus feats; if those feats specify abilities, they must specify Education, Crafts, or Heal.

CLASS SKILLS

Upon becoming a Engineer, the Education (Int), Crafts (Int), Observation (Int), Commerce (Wis), and Heal (Wis) skills become permanent class skills, if they were not already.

GENERAL FEATURES

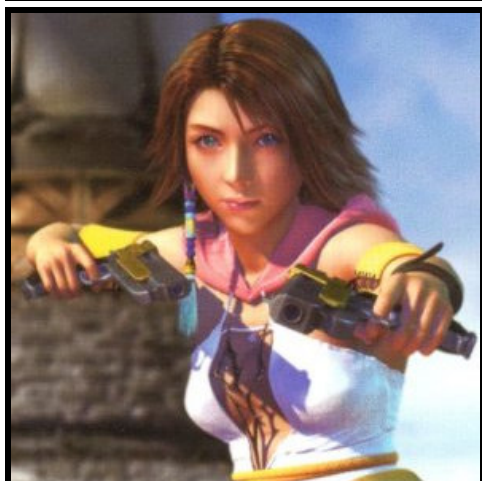
- **Engineer's Familiarity:** Engineers are familiar with these weapons and armor: *Light Globes, Ballistic Weapons, Light Armor*.
- **Dead Tech (Ex):** Whenever they are required to make a roll to understand or manipulate an item that is from a lost civilization, unknown spacefaring race, or similar such, the Engineer adds their level in this class to all appropriate skill checks.
- **Bonus Feats:** An Engineer may gain any Focus feats as bonus feats; if those feats specify skills, they must specify or Education, Crafts. They may also gain any Proficiency feats as bonus feats.
- **Fast Crafts:** At level 10, the Engineer no longer multiplies their Crafts check result by the DC of that check to determine progress. Instead, so long as the check succeeds, they multiply the check result by itself.

CONSTRUCTION TECHNIQUES

The special capabilities of the Engineer allow them to create and alter some of the most powerful items.

- **Energy Adjustments (Ex, 3 MP):** An Engineer with this talent may temporarily alter any item that is tuned to one elemental type to affect another type instead. They could thus change the type of elemental damage done by a bomb, the kind of element a given Enhancement names, and so on. Doing so requires one standard action; the Engineer must be able to manipulate the item (it may not be held or worn by another active or unwilling character). After a number of rounds equal to the Engineer's level, the item returns to normal. If an item has multiple "elemental attunements", only one is affected.
- **I Made These... (Ex, Special):** When this Technique is gained, the Engineer immediately chooses as many items (which must be weapons, set of armor, or accessories) as their level in this class, which must have been in their possession for at least one week, and adds one Enhancement to each of them. The same Enhancement is added to all of the chosen items. Note that if these items are lost or sold, this ability does not 'recover'; it is one-use only. No craft time is required to add these qualities; the Engineer is assumed to have been working on them in their spare time. This Talent may be selected repeatedly.
- **Shave It Down, Bulk It Up (Ex, Special):** Sometimes a found isn't just the right size; this is what can be done about it. Engineers who possesses this Talent can add bits to or take them off of existing weapons and armor. Doing so requires one day of work and a Crafts check (DC 15, plus 5 for each Enhancement the item has). If they succeed, the base item they are working on becomes the next larger or smaller item in the same weapon or armor group (thus, they could turn a Longsword into either a Shortsword or a Brand). Any Enhancements the items has are unaffected. Failing the skill check means that no change occurs, but the item is not damaged. A weapon may only be adjusted in this way once *ever*.

FARSTRIKER (DEX)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+1	+1	Take Aim, Farstrike	+0	+1
2	+1	+2	+2	+2	Bonus Feat	+1	+2
3	+1	+2	+2	+2	Farstrike	+1	+2
4	+2	+2	+2	+2	Bonus Feat	+1	+2
5	+2	+3	+3	+3	Farstrike	+2	+3
6	+3	+3	+3	+3	Bonus Feat	+2	+3
7	+3	+4	+4	+4	Farstrike	+2	+4
8	+4	+4	+4	+4	Bonus Feat	+3	+4
9	+4	+4	+4	+4	Farstrike	+3	+4
10	+5	+5	+5	+5	Blaze Away, Bonus Feat	+3	+5

Archers, Gunners, Sharpshooters, and Ninja throwing experts all share a single, common set of skills. This class represents that accumulation of skills; while few of the characters in the Final Fantasy series could be said to belong exclusively to it, many could be considered to possess at least a few levels of it.

MINIMUM REQUIREMENTS

Base Attack Bonus: +3

Feats: Weapon Proficiency (Any Ranged Weapon)

CLASS SKILLS

Upon becoming a Farstriker, the Awareness (Wis) and Composure (Con) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Farstriker's Familiarity:** Farstrikers are familiar with these weapons & armor: *Light Armor, Globes, and any one other Ranged weapon (chosen on entering the class).*
- **Take Aim:** A Farstriker may choose to aim at a target as a move action. By doing so, they gain a +2 bonus to hit and damage that target. They may continue to take this action if they wish; each time they do so, this bonus increase by a further two points. If they take any action other than continuing to aim before attacking the target, or lose sight of the target, the bonus is lost.
- **Bonus Feats:** A Farstriker gains Proficiency feats as bonus feats, but all Proficiency feats chosen must apply to ranged weapons of some kind.
- **Blaze Away:** At tenth level in this class, the Farstriker's aiming abilities become devastating. If, after aiming at a target, a Farstriker with this ability makes multiple attacks with a single action (whether as an Attack action or a Full-Round action), the aiming bonus applies to all the to-hit and damage rolls made with that action.

FARSTRIKE TECHNIQUES

These are special abilities the Farstriker learns; one is chosen and learned each time the feature appears.

- **Fast on the Draw (Ex, 5 MP):** At the beginning of any combat, when initiative rolls are first called for, a Farstriker may instantly use this talent. Their initiative roll is treated as a 20; however, they must make a ranged attack as their first action of the round. The Farstriker may activate this ability in other rounds - in any round where it is activated, the Farstriker may freely put away or draw ranged or thrown weapons a total number of times equal to their level in this class (allowing for multiple attacks with thrown chemical weapons, and similar such).
- **Trigger Happy (Ex, 10 MP):** When making a Full-round attack with a ranged weapon (or with a number of identical thrown weapons), the Farstriker may activate this technique, ignore their normal number of attacks, and instead make 1d6 such attacks, all at their highest attack bonus. This talent may be taken repeatedly; each added copy increases the size of the die rolled to determine attacks by one step. *Prerequisite: Fast on the Draw. Note: To use this Talent with thrown weapons, the Hero must also activate Fast On The Draw in the same round.*
- **Fling (Ex, Always, Active):** The Hero may throw any weapon up to 5 Lbs just as if it were a globe (feats they possess that affect thrown Globes affect the weapon); the weapon deals normal damage when thrown in this way. This talent can be selected repeatedly; each time, the weight of weapons that can be thrown as if they were globes increases (to 9 Lbs, then to 14, then 20, then 27).
- **Blaze Bullets (Su, 10 MP):** A Farstriker may activate this ability instantly when making a ranged attack with an weapon that possesses Enhancements. If they do so, then all of the Enhancements the weapon possesses are treated as active (regardless of Investment) for that attack. If this talent is used when throwing a melee weapon with Fling, that weapon is destroyed after the attack is resolved.

GREY MAGE (INT)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	Timing, Grey Magic	+0	+0
2	+1	+0	+0	+3	—	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+1	+1
4	+2	+1	+1	+4	—	+1	+1
5	+2	+2	+2	+4	Bonus Feat	+2	+2
6	+3	+2	+2	+5	—	+2	+2
7	+3	+2	+2	+5	Bonus Feat	+2	+2
8	+4	+2	+2	+6	—	+3	+3
9	+5	+3	+3	+6	Bonus Feat	+3	+3
10	+5	+3	+3	+7	Multicast, Bonus Feat	+3	+3

Masters of time and universal forces, Grey mages bend the laws of physics to their will. They are often called by other names—Time Mages, Cosmic Mages, Sages, and Sorcerers have all been used as epithets for these practitioners of magic. Grey mages do not form any set kind of group, nor do they hold any common place in society. They simply exist as they will, finding places wherever they happen to fit it. More than any other group, they are capable of both near-unbelievable patience and great speed.

The Final Fantasy series contains many characters capable of this kind of magic; only Tellah (who may have been a Black Mage that simply liked grey spells) is worthy of special notice.

MINIMUM REQUIREMENTS

Base Will Save: +3

Skills: Awareness 6 ranks, Composure 3 ranks.

CLASS SKILLS

Upon becoming a Grey Mage, the Awareness (Wis), Composure (Con), and Education (Int) skills become permanent class skills, if they were not already.

GENERAL FEATURES

The following are the basic features of the Grey mage.

- **Grey Mage's Familiarity:** Grey Mages are familiar with these weapons and armor: *Cudgels, Light Armor*. Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **Timing:** A Grey Mage adds their level in this class to their Initiative total.
- **Bonus Feats:** A Grey Mage may gain any Magical feats as bonus Feats.
- **Multicast:** At level 10, the Grey Mage may use Grey spells as either Move actions or Attack actions (they still provoke attacks of opportunity).

GREY MAGIC

Upon becoming a Grey Mage, a character gains the magical feats Touch Spell and Aura Spell. Also, a Grey Mage has the ability to learn and cast Grey spells, which warp the nature of time and space. Each time a character gains a level in this class, they may choose and gain three spells. At least two of these spells must be grey magic spells. The third spell may be grey or red, as desired. A Grey Mage can gain grey spells with a level up to their class level, but red spells may not be learned at more than half of their class level. Thus, at level one in this class, a Grey Mage may only learn level one grey spells.

GREY SPELL SUMMARY

LVL 1	FLOAT: Target hover slightly, ignore earthquakes and caltrops. HASTE: Targets act slightly more often. LUG: Stores an item outside of space; you can recall it as desired. SLOW: Targets act somewhat less often. SCAN: Learn one thing about the targets.
LVL 2	DEMI: Deals light non-elemental damage. BLINK: Makes targets slightly more difficult to hit. POCKET: Links one pocket or pouch to another container. BIND: Binds target in place.
LVL 3	INVIS: Renders targets briefly invisible. WARP: Allow targets to return to a previously visited locale. LUGGA: Store a large item outside of space. SLOWA: Targets act notably less often.
LVL 4	BANISH: Causes Outsiders to return to home plane. STARDUST: Calls stones from above to damage foe. REFLECT: Low-level spells rebound off you.
LVL 5	STOP: Freezes target in time; they can't act or be acted on. SCANA: Learn several things about the targets. BLINKA: Makes targets somewhat more difficult to hit.
LVL 6	WARPA: Allow targets to return to a previously visited locale. INVISa: Renders targets invisible for a time. BANISHA: Transports targets to their homes
LVL 7	STOPA: Freezes target in space; they can be damaged. HASTA: Targets act moderate more often. DEMIa: Deals significant non-elemental damage.
LVL 8	REFLECTA: Low and medium-level spells reflect off you. COMET: Deals damage of each of the eight elemental types. WARPAGA: Allow targets to return to a previously visited locale.
LVL 9	INVISIGA: Renders targets invisible for up to ten minutes. BANISHAGA: Sends targets to another plane. BLINKAGA: Makes targets much more difficult to hit.
LVL 10	METEO: Deals damage of each of the eight elemental types. HASTEa: Targets act much more often. REFLECTAGA: Spells reflect off of you.

GUNBLADE SPECIALIST (DEX)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+0	+0	+0	Vibration, Gunstrike	+0	+0
2	+2	+1	+1	+1	Bonus Feat	+1	+1
3	+3	+1	+1	+1	Gunstrike	+1	+1
4	+4	+2	+2	+2	Bonus Feat	+2	+2
5	+5	+2	+2	+2	Gunstrike	+2	+2
6	+6	+3	+3	+3	Bonus Feat	+3	+3
7	+7	+3	+3	+3	Gunstrike	+3	+3
8	+8	+4	+4	+4	Bonus Feat	+4	+4
9	+9	+5	+5	+5	Gunstrike	+5	+4
10	+10	+5	+5	+5	Grandmaster, Bonus Feat	+5	+5

A Gunblade Adept is a specialist in the Gunblade, and general melee combat. Most of them are mercenary, though there are some organizations that use them extensively. Many Gunblade Adepts are also Knights or Sharpshooters, but this is in no way required.

MINIMUM REQUIREMENTS

Base Attack Bonus: +3

Skills: Education 6 ranks.

Feats: Weapon Proficiency (Gunblade)

Special: (Tactics) as an Education specialization.

CLASS SKILLS

Upon becoming a Gunblade Adept, the Awareness (Wis), Composure (Con), and Ride & Pilot (Dex) skills become permanent class skills, if they were not already.

GENERAL FEATURES

The following are the basic features of the Gunblade Adept.

- **Adepts's Familiarity:** Gunblade Adepts are familiar with these weapons and armor: *Gunblades, all Light and Medium Armors*.
- **Vibration:** Normally, when striking foes within five feet with a Gunblade, one shot of ammunition must be expended each strike, or the damage is halved. A Gunblade Adept is skilled at retaining the blade vibration from these munitions, and need only expend one shot of ammunition per round to retain normal damage at such range, spent on the first successful hit.
- **Bonus Feats:** A Gunblade Adept gains martial feats as bonus feats, but must specify (Gunblade) as the weapon in question when they do so.
- **Grandmaster:** At level 10, the Gunblade adept reduces the MP cost on all the Gunstrike Techniques they possess that require MP by one further point.

GUNSTRIKE TECHNIQUES

These are the special combat abilities of the Gunblade; one is gained each time the feature appears. All of these features require that the Adept have a gunblade in-hand and ammunition available.

- **Bulleted Gunstrike (5 MP):** When an Adept successfully a foe within five feet with their Gunblade, they may expend one additional shot of ammunition (for a total of two if this is their first successful strike of the round, or only this one shot if this is their second hit or more). If they do so, the damage for the strike is doubled. If the Gunblade has a special quality that adds further damage, that additional damage is not doubled.
- **Parrying Gunstrike (2 MP):** As an Attack action, the Adept may parry on all sides with their Gunblade. This gives a bonus of +10 to your defense, but the Adept can't attack while using it. An Adept may not move in the same round as they use this action.
- **Sweeping Gunstrike (5 MP):** If an Adept fails to hit a foe within five feet with their Gunblade, but missed by three or less, they may expend one shot of ammunition and two MP. The attack hits, but damages as if the foe were five feet further away (halve damage, and Techniques requiring the struck foe to be within five feet cannot be used). This represents the ability to spin the expended ammunition off the blade into the body of a foe that you came close to hitting.
- **Divided Gunstrike (Always Active):** When using the Weapon Tempest (Gunblade) feat to gain added attacks, the Adept may divide these attacks between ranged and melee attacks; also, any ranged attack also activates the Vibrations ability for the remainder of the round. *Prerequisite: Weapon Tempest (Gunblade).*
- **Opportune Gunstrike (6 MP):** When a foe within thirty feet provokes an attack of opportunity, the Adept may spend six MP in order to make a ranged Attack of Opportunity on that foe with their Gunblade.

KICKBOXER (STR)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+1	+1	Iron Hand, Fist	+1	+0
2	+1	+2	+2	+2	Bonus Feat	+1	+1
3	+2	+2	+2	+2	Fist	+2	+1
4	+3	+2	+2	+2	Bonus Feat	+2	+1
5	+3	+3	+3	+3	Fist	+3	+2
6	+4	+3	+3	+3	Bonus Feat	+3	+2
7	+5	+4	+4	+4	Fist	+4	+2
8	+6	+4	+4	+4	Bonus Feat	+4	+3
9	+6	+4	+4	+4	Fist	+5	+3
10	+7	+5	+5	+5	Adamant Hand, Bonus Feat	+5	+3

Kickboxers, or just ‘Boxers’, are unparalleled unarmed fighters. As they progress, they often become faster with, and deal greater damage, using their hands, that others are capable of doing with any normal weapon. Most impressive, they require no equipment. Kickboxers are often confused with Monks, because many members of one class often possess levels in the other. However, some Kickboxers pursue different routes, and mix Boxing with Berserker techniques or stranger groups of ability.

MINIMUM REQUIREMENTS

Base Attack Bonus: +2

Feats: Weapon Proficiency (Unarmed)

CLASS SKILLS

Upon becoming a Boxer, the Awareness (Wis), Climb (Str), and Jump (Str) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Boxer’s Familiarity:** Monks are familiar with using the following items as armor: *All Light Armor, Unarmed use Weapons.*
- **Iron Hand:** Upon gaining the first level of Boxer, a hero’s unarmed damage die permanently increases by one size, as follows: d4, d6, d8, d10, d12. Boxers may choose to do lethal or nonlethal damage with unarmed attacks.
- **Bonus Feats:** A Boxer may gain any Weapon feats as Bonus Feats; however, all Weapon Feats must specify (Unarmed) as the Weapon Group.
- **Adamant Hand:** At tenth level, a Boxer rolls two damage dice when they successfully hit with any unarmed attack. However, their unarmed damage die is reduced by one size (the reverse of the Iron Hand feature). Thus, a Boxer who dealt 1d12 damage with an unarmed strike before gaining this feature would now deal 2d10 damage instead.

FIST TECHNIQUES

These are the combat abilities that the Boxer learns; one is chosen and learned each time the feature appears. Fist Techniques are activated on declaring an unarmed attack; only one may be added to each attack.

- **Spin Fist (Ex, 2 MP):** The Boxer makes their attack roll and damage roll as normal; however, this attack affects every foe within the Boxer reach, and the same amount of damage applies to all of them.
- **Repeating Fist (Ex, 3 MP):** When making an unarmed attack against a single foe, the Boxer may activate this Technique. If the attack succeeds, they may make an additional unarmed attack at the same attack bonus. They may add another Fist Technique to additional strikes granted by this Technique (even this one), but pay double MP cost to do so.
- **Wave Fist (Su, 2 MP):** The Boxer can make a unarmed strike as a touch attack (ignore defense bonuses for armor) at any target within 15 feet, roll to hit and for damage normally. Using wave fist provokes attacks of opportunity from the target, but not from any other opponents.
- **Earth Slash (Su, 8 MP):** The Boxer can strike the ground, and cause a directed pulse with her fist. This strike deals the monk’s unarmed damage to all targets within a 40 ft. long, 5 ft. wide line, but only affects targets that are touching the ground.
- **Iron Hand (Ex, Always Active):** Once a Boxer possesses at least two of the above Fist Techniques, they may take the Iron Hand feature above again instead of learning a new Fist Technique, increasing their unarmed damage die size by another step.

KNIGHT (STR)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+1	+0	+1	Cover, Break	+1	+0
2	+2	+2	+0	+2	Bonus Feat	+1	+1
3	+3	+2	+1	+2	Break	+2	+1
4	+4	+2	+1	+2	Bonus Feat	+2	+1
5	+5	+3	+2	+3	Break	+3	+2
6	+6	+3	+2	+3	Bonus Feat	+3	+2
7	+7	+4	+2	+4	Break	+4	+2
8	+8	+4	+2	+4	Bonus Feat	+4	+3
9	+9	+4	+3	+4	Break	+5	+3
10	+10	+5	+3	+5	Sentinel, Bonus Feat	+5	+3

A Knight is a tough warrior who can take many hits without slowing, and can cut his way through nearly any enemy, either immediately or by first weakening them. Knights often use heavy armor, and hold large two-handed weapons. Typical Knights from the Final Fantasy series include Steiner and Auron.

MINIMUM REQUIREMENTS

Base Attack Bonus: +2

Feats: Weapon Focus (Axes or Straight Blades)

Skills: Awareness 4 ranks, Diplomacy 2 ranks.

CLASS SKILLS

Upon becoming a Knight, the Awareness (Wis), Composure (Con), and Diplomacy (Cha) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Knight's Familiarity:** Knights are familiar with using the following items as weapons and armor. *All axes and straight blades. Light, Medium, and Heavy Armor, and any kind of shield.*
- **Cover (Ex, 2 MP):** If the Knight is adjacent to an ally targeted by a melee or ranged attack (not an area effect), the Knight can subject him or herself to the attack in the ally's stead. If it hits, the Knight takes damage instead of their ally. The Knight must declare cover before the attack roll is made, and may cover only one ally each round.
- **Bonus Feats:** Each time this feature is attained, choose and gain any one Weapon or Armor feat. Weapon feats gained in this way must specify axes or straight blades as the weapon group.
- **Sentinel (Ex)-** At tenth level, if an opponent makes a melee attack against the target of the Knight's Cover ability, that opponent is treated by the Knight as having provoked an Attack of Opportunity.

BREAK TECHNIQUES

These are the destructive abilities that the Knight learns; one is chosen and learned each time the feature appears. Breaks are activated upon declaring an attack; only one break may be added to a given attack. Effects are *in addition* to weapon damage. A Knight must possess two Extraordinary (Ex) Breaks before learning Supernatural (Su) ones. Conditions inflicted with Supernatural Breaks may be removed with *Dispel*; no condition inflicted by a Break stacks with itself.

- **Weapon Break (Ex, 5 MP):** The target must make a Fortitude Save (DC10 + Knight's level) or a target weapon or tool in-hand will be destroyed.
- **Armor Break (Ex, 5 MP):** The target must make a Fortitude Save (DC10 + Knight's level) or a target shield or suit of armor will be destroyed.
- **Speed Break (Ex, 5 MP):** The target's speed is halved. A Fortitude save (DC 10 + Knight's Level) negates. This can be healed by a heal check (DC 20).
- **Resistance Break (Su, 5 MP):** This attack lowers all Saves and elemental Resistances by 2. This lasts 1 round per knight level.
- **Power Break (Su, 8 MP):** The target's takes a 4 penalty to attacks, for 1 round per knight level.
- **MP Break (Su, 8 MP):** The attack's target loses MP equal to one half of the attack damage dealt.
- **Meltdown (Su, 10 MP):** The target loses all Defense bonuses from Natural armor, Class, and Armor for 1 round per knight level.
- **Double Break (Su, +4 MP):** This attack inflicts the effects of two other Breaks in one hit. The Knight pays the MP for both, as well as the cost for this technique, and must possess both Break techniques; the target saves against each break separately.
- **Triple Break (Sp, +8 MP):** As per Double Break, but inflicts three known Break effects. Prerequisites: Double Break; any three other Break techniques.

LANCER (STR)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+1	+1	+0	Unbounded, Leap	+1	+0
2	+2	+2	+2	+0	Bonus Feat	+1	+1
3	+3	+2	+2	+1	Leap	+2	+1
4	+4	+2	+2	+1	Bonus Feat	+2	+1
5	+5	+3	+3	+2	Leap	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	Leap	+4	+2
8	+8	+4	+4	+2	Bonus Feat	+4	+3
9	+9	+4	+4	+3	Leap	+5	+3
10	+10	+5	+5	+3	Perfect Leaping, Bonus Feat	+5	+3

Possibly one of the most-easily recognized classes of the Final Fantasy games, Lancers (sometimes called Dragoons) fight by leaping at and over their foes. They are difficult to pin in place, and often arrive to fight their foes by seeming dropping out of the sky.

MINIMUM REQUIREMENTS

Base Attack Bonus: +2

Skills: 8 ranks of Jump

CLASS SKILLS

Upon becoming a Lancer, the Climb (Str), Composure (Con) and Jump (Str) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Lancer's Familiarity:** Lancers are familiar with using the following items as weapons and armor: *Spears; all Light and Medium Armor.*
- **Unbounded:** Upon gaining the first level of Lancer, a character's jumping distance is no longer limited by their movement.
- **Bonus Feats:** A Lancer may gain any Armor or Weapon feats as Bonus Feats; however, all Weapon Feats must specify (Spears) as the Weapon Group. They may also gain Focus feats, but must specify Jump as the skill in question.
- **Perfect Leaping:** At level ten In this class, the MP cost of all Leap Techniques that have an MP cost is reduced by one MP per use.

LEAP TECHNIQUES

These are the special abilities the Lancer learns; one is chosen and learned each time the feature appears. Each has it's own conditions for use and prerequisites.

- **Flicker Leap (Su, 1 MP):** The Lancer may expend three MP before making a jump check to flicker in space as they leap. While they are moving along the arc of this jump, they do not provoke attacks of opportunity for their movement.
- **Charging Leap (Ex, Always Active):** A Lancer may charge by jumping; they must declare the target of the Charge, and the endpoint of their movement, before making the jump check; if the jumping distance is not sufficient, they move as far as the check allows, and their initiative ends.
- **Impact Leap (Ex, 8 MP):** Requires Charging Leap: When making a charging leap at a foe at least ten feet away, the Lancer deals +1 damage for each foot of movement their jump check could have allowed them to move, but which was not required to reach the declared endpoint of their Charge. This ability must be activated before making the jump check.
- **Titan's Leap (Su, 3 MP):** By jumping up and falling back to earth, a Lancer may cause a small earthquake. All characters within a ten-foot radius of the landing point must make a Reflex Save or fall prone. The DC of the save is the vertical height, in feet, of the jump. This ability must be activated before making the jump check.
- **Sky Leap (Ex, Always Active):** Whenever the Lancer attempts a Jump check, they roll 1d6 and add it to the d20 roll for the check. This technique may be gained repeatedly, but not more than once per five ranks the Lancer has of the Jump skill.

MIMIC (CHA)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+1	+1	Recognition, Imitate	+0	+1
2	+1	+2	+2	+2	Bonus Feat	+1	+2
3	+1	+2	+2	+2	Imitate	+1	+2
4	+2	+2	+2	+2	Bonus Feat	+1	+2
5	+2	+3	+3	+3	Imitate	+2	+3
6	+3	+3	+3	+3	Bonus Feat	+2	+3
7	+3	+4	+4	+4	Imitate	+2	+4
8	+4	+4	+4	+4	Bonus Feat	+3	+4
9	+4	+4	+4	+4	Imitate	+3	+4
10	+5	+5	+5	+5	Masked, Bonus Feat	+3	+5

Rare and confusing, Mimics do as others do - though not in the same way. The road that must be followed to become a Mimic is often long and difficult, and many do not believe it to be worth the effort. Mimics usually do not have a set strategy in battle, but improvise as they go. The only truly notable mimic in the Final Fantasy games is Gogo.

MINIMUM REQUIREMENTS

Abilities: No Ability Score below 10.

Skills: At least three Ranks of every skill, and at least ten Ranks each of Deceit and Observation.

CLASS SKILLS

Upon becoming a Mimic, all skills that are not class skills become permanent class skills.

GENERAL FEATURES

- **Mimic's Familiarity:** Mimics are familiar with these weapons & armor: *All Small Weapons, Light Armor*.
- **Recognition:** Once per round, as a free action, a Mimic may recognize all the distinct parts of an action taken by any creature. They must state which action they are using this ability on when it occurs (they cannot wait). The GM will name all Familiarities, Skills, Feats, Racial Features, Talents, and Techniques used by the active creature in that action.
- **Bonus Feats:** A Mimic may select Focus feats as bonus feats, but Deceit must be specified as the skill in question.
- **Masked:** At level ten in this class, the Mimic may, as a full-round action, use one charge of a Disguise kit to create a mask of a creature they are currently imitating. They must then invest 10 MP into the mask, as if it were a magic item, and put it on (they may only wear one mask at a time) - they may not pause in this activity. When this is done, one ability imitated from the creature in question is invested in the mask, and continues to be imitated until the mask is taken off, or one week passes, at which time the mask falls to pieces and becomes useless.

IMITATE TECHNIQUES

These are special abilities the Mimic learns; one is chosen and learned each time the feature appears. In order to use any of these techniques, the Mimic must have a held action when they make use of their Recognition ability. After learning the details from that use of Recognition, but before other events occur, they may use that held action to activate any of these Techniques. The Mimic spends as much MP as desired to fuel the Technique (they must spend at least one MP). A Mimic may activate a Technique repeatedly with this action, and may activate multiple Techniques in the same way as well, as desired - however, they must pay MP for each Technique individually. The duration of all these Techniques is a number of rounds equal to the Mimic's level in this class, multiplied by the number of MP spent. All of these Techniques are Supernatural abilities.

- **Imitate Creature:** A racial feature used in the action the Mimic observed with Recognition, is copied; the Mimic gains this feature for the duration of this ability.
- **Imitate Familiarity:** A familiarity used in the action the Mimic observed with Recognition, is copied; the Mimic gains this familiarity for the duration of this ability.
- **Imitate Feat:** A feat used in the action the Mimic observed with Recognition, is copied; the Mimic gains this feat for the duration of this ability.
- **Imitate Skill:** One skill, which must have been used in the action the Mimic observed using Recognition, is copied; the Mimic's number of ranks in that skill is increased to match the ranks of the active creature observed. If the Mimic has more ranks than the active creature, there is no effect.
- **Imitate Talent:** A talent used in the action the Mimic observed with Recognition, is copied; the Mimic gains this talent for the duration of this ability.
- **Imitate Technique:** A technique used in the action the Mimic observed with Recognition, is copied; the Mimic gains this technique for the duration of this ability.

MONK (WIS)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+1	+1	+1	Perfect Calm, Chakra	+1	+0
2	+1	+2	+2	+2	Bonus Feat	+1	+1
3	+2	+2	+2	+2	Chakra	+2	+1
4	+3	+2	+2	+2	Bonus Feat	+2	+1
5	+3	+3	+3	+3	Chakra	+3	+2
6	+4	+3	+3	+3	Bonus Feat	+3	+2
7	+5	+4	+4	+4	Chakra	+4	+2
8	+6	+4	+4	+4	Bonus Feat	+4	+3
9	+6	+4	+4	+4	Chakra	+5	+3
10	+7	+5	+5	+5	Hamedo, Bonus Feat	+5	+3

A Monk combines mind and body, seeking ways of transcending the limits of their physical self by channeling it's inner energies in new ways. Many, but not all, Monks are superlative unarmed fighters as well.

MINIMUM REQUIREMENTS

Base Will Save: +3

Base Reflex Save: +3

Skills: Awareness 3+, Composure 6+, Tumble 3+

CLASS SKILLS

Upon becoming a Monk, the Awareness (Wis), Composure (Con), and Tumble (Dex) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Monk's Familiarity:** Monks are familiar with the following items: *Light Armors, Unarmed use Weapons.*
- **Perfect Calm:** A Monk may, whenever they are required to make a Composure check, choose not to roll, instead treating the result of the d20 roll as (10, plus the Monk's level in this class). This takes no added time, and may be used in any circumstances.
- **Bonus Feats:** A Monk may gain any Weapon feats as Bonus Feats; however, all Weapon Feats must specify (Unarmed) as the Weapon Group. A Monk may also gain Focus feats as class feats, if those Feats specify a skill and the skill selected is Composure.
- **Hamedo:** At tenth level, a Monk who has a held or delayed action and is about to be attacked with a melee or unarmed attack may choose to forgo their defense to instead attempt to strike their foe preemptively. The Monk loses that held or delayed action, makes an attack roll at their highest bonus, and deals damage normally if they hit. If this strike deals damage, the incoming attack fails automatically. If not, then the Monk is automatically struck by the incoming blow.

CHAKRA TECHNIQUES

The Monk is able to rechannel the energies of their body through the various centers, reorienting and balancing their person. All these techniques require one Standard action to activate, followed by a successful Composure check. The DC of this check is (15, plus 3 for each Chakra Technique the character has attempted to use in the same day). All Chakra are Supernatural abilities.

- **Fist Chakra:** The Monk energizes and empowers their fists. For one hour after using this ability, the Monk deals one additional die of unarmed damage, and always deals lethal damage, when attacking unarmed. This additional die of damage is of the same size as whatever their current normal unarmed damage die is.
- **Heart Chakra:** The Monk refreshes their body, rebalancing their physical energies. They immediately regain 1 HP for each point by which they beat the check DC (and 1 HP if they made it exactly).
- **Mind Chakra:** The Monk smoothes out any unusual dysfunctions or displacements in the energy flows of their person. By doing so, they cancel any one personal condition of their choice that is currently affecting them, such as blindness, silence, or similar such problems. Monks that are also Mages find this effect particularly useful in overcoming Silence spells, as it is non-magical.
- **Revive:** The Monk, who must be touching another creature, can rebalance that creature's energies to restore it. The creature so touched regains 1 HP for each point that the Monk beats their check DC (and 1 HP if they make it exactly).
- **Soul Chakra:** The Monk refreshes their soul, centering and rebalancing the magical forces that surround them. They immediately regain 1 MP for each point by which they beat the check DC (and 1 MP if they made it exactly). Any other characters touching the Monk when they make use of this ability also regain MP equal to half this amount.

RED MAGE (CHA)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	Cohesion, Red Magic	+0	+1
2	+1	+0	+0	+3	—	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+1	+2
4	+2	+1	+1	+4	—	+1	+2
5	+2	+2	+2	+4	Bonus Feat	+2	+3
6	+3	+2	+2	+5	—	+2	+3
7	+3	+2	+2	+5	Bonus Feat	+2	+4
8	+4	+2	+2	+6	—	+3	+4
9	+5	+3	+3	+6	Bonus Feat	+3	+5
10	+5	+3	+3	+7	Multicast, Bonus Feat	+3	+5

Red Mages blend differing forms of magic into one cohesive whole; the quest of the Red Mage is to create a single, unified form of magic which includes all elements.

MINIMUM REQUIREMENTS

Base Will Save: +3

Skills: Composure 6 ranks, Deceit 3 ranks.

CLASS SKILLS

Upon becoming a Red Mage, the Composure (Con), Deceit (Cha), and Diplomacy (Cha) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Red Mage's Familiarity:** Red Mages are familiar with these items as weapons and armor: *Light, flexible Armor, Small Globes, and Bludgeons*. Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **Cohesion:** The ideal of a red mage is to blend all forms of magic. When determining the maximum level of spells from other colors a Red Mage can learn, they use half their level in this class, plus one. This benefit does transfer to other Mage classes, should the Red Mage multiclass into them, but only if the level of the other Mage class being gained is equal or less than the hero's red Mage level. Thus, a Hero with levels of Red Mage, gaining their first level of White Mage, would be able to select a non-White spell as their third spell choice for that class.
- **Bonus Feats:** Red Mages choose and gain Magical feats as bonus Feats.
- **Multicast:** At level 10, the Red Mage may use Red spells as either Move actions or Attack actions (they still provoke attacks of opportunity).

RED MAGIC

Upon becoming a Red Mage, a character gains the magical feats Touch Spell and Ray Spell. Also, a Red Mage has the ability to learn and cast many kinds of spells. Each time a character gains a level in this class, they may choose and gain three spells. They select one Red magic spell each level, plus two additional spells. Additional spells may be black, blue, grey, red, or white, but a Red mage can't gain two or more non-red spells of the same color in a single level. A Red Mage can gain red spells with a level up to their class level, but black, grey, and white spells must be of levels equal to or less than half of their class level, plus one.

RED SPELL SUMMARY

LVL 1	BERSERK: Targets must attack, but gain bonuses to do so. ZOMBIE: Targets are treated as "undead". BLIND: Targets lose the ability to see. STEEL: Raises target weapons damage die one step. SLEEP: Targets fall asleep, become helpless.
LVL 2	SILENCE: Targets become unable to speak, cast spells. MANTLE: Targets gain a damaging energy mantle. CURSE: Targets suffer hindering effects. FEAR: Targets cannot advance or attack all-out. Cancels Berserk.
LVL 3	BERSERKA: Targets must attack, but gain large bonuses to do so. MINI: Targets are reduced in size and physical power. CONFUSE: Targets act in a random fashion. PARALYZE: Targets become unable to act.
LVL 4	CHARM: Targets think of you as their friend. MANTLA: Targets gain a powerful energy mantle. PIGGY: Targets are changed into pigs.
LVL 5	TOAD: Targets are changed into frogs. DOOM: Targets are doomed to die, soon. SABER: Add 1d6 energy damage to a weapon.
LVL 6	SEAL: Prevents target from spending MP to below half their maximum. STEELA: Raises damage die size of target weapons twice. ZOMBA: Targets are treated as Undead and suffer some effects of it.
LVL 7	BERSAGA: Targets erupt into violence, and become really good at it. MANTLAGA: Targets gain blazing mantle of energy. SILENA: Targets are utterly silence and blocked from magic.
LVL 8	SEALA: Targets are blocked from spending MP. STEELAGA: Raises damage die size of target weapons three steps. SABERA: Add 2d6 energy damage to a weapon.
LVL 9	SLEEPGA: Targets are driven deeply into unconsciousness. PETRIFY: Targets are turned to stone. ZOMBAGA: Targets become undead temporarily.
LVL 10	SABERAGA: Add 3d6 energy damage to a weapon. REAPER: Targets are driven unconscious or killed instantly. SILENAGA: Targets are silenced and radiate silence around them.

SAMURAI (CON)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+1	+0	+1	Purity of Focus, Awaken	+1	+0
2	+2	+2	+0	+2	Bonus Feat	+1	+1
3	+3	+2	+1	+2	Awaken	+2	+1
4	+4	+2	+1	+2	Bonus Feat	+2	+1
5	+5	+3	+2	+3	Awaken	+3	+2
6	+6	+3	+2	+3	Bonus Feat	+3	+2
7	+7	+4	+2	+4	Awaken	+4	+2
8	+8	+4	+2	+4	Bonus Feat	+4	+3
9	+5	+4	+3	+4	Awaken	+5	+3
10	+10	+5	+3	+5	Iajutsu, Bonus Feat	+5	+3

Samurai are warriors who focus heavily on the use of the Katana, a specific weight of crescent blade. Though many Samurai also possess ‘back-up’ weapons, the spirits of those Samurai who have come before are often viewed as guiding and aiding the Samurai in their course. Many Samurai already possess some experience as Soldier before entering this class, and many also move on to become Monks later in life, but this is not in any way required.

MINIMUM REQUIREMENTS

Base Attack Bonus: +3

Total Class Defense: +3

Feats: Full Proficiency with Curved Blades.

CLASS SKILLS

Upon becoming a Samurai, the Awareness (Wis), Diplomacy (Cha), and Ride & Pilot (Dex) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Samurai’s Familiarity:** Samurai are familiar with these weapons and armor: *All Curved Blades, all Light, Medium, and Heavy Armor.*
- **Purity of Focus (Su):** Whenever a Samurai wields a Katana which possesses Enhancements, they are treated at all times as having added MP equal to their class level invested in it. Thus a fourth-level Samurai who picked up a Katana would instantly count as having 4 MP invested in it, and would count as having four bonus MP invested if they did invest MP later on.
- **Bonus Feats:** A Samurai may gain any Proficiency feats that specify Curved Blades as bonus feats.
- **Iajutsu (Ex):** At 10th level, a Samurai becomes able to attack with a Katana at lightning speed. If they win Initiative on the first round of any combat, they gain one bonus Standard action that round, which may only be used to attack with a Katana.

AWAKEN TECHNIQUES

These feats awaken the spirits of that guard and embody the Samurai spirit. To use any of these techniques, the Samurai must have a Katana in-hand, and use one Standard action.

- **Asura (Su, 10 MP):** The Samurai chooses one target within fifty feet, and makes attack rolls as if they were making a full-round attack with their Katana. Each successful hit inflicts 1d6 damage on the target, as the target is slashed with invisible blades.
- **Bizen (Su, 5 MP):** The Samurai’s blade shifts in color to an dull grey for brief moment. They may strike any target within reach with it as part of this action, at their highest bonus. If they hit, the target loses MP equal to the damage that would be done instead (DR does not apply).
- **Muramasa (Su, 20 MP):** The Samurai’s blade shifts in color to a deep, nonreflective black for brief moment. They may strike any target within reach with it as part of this action, at their highest bonus. If they hit, the base damage for the weapon (without enhancements or bonuses of any kind) is applied to the target as ability damage (the target may divide this damage among their ability scores however they wish, but must apply all of it).
- **Masamune (Su, 5 MP):** The Samurai’s blade becomes opalescent white for moment. They may strike any target within reach with it as part of this action, at their highest bonus. If they hit, the target instead heals HP equal to the damage that would be done (DR does not apply).
- **Koutetsu (Su, 25 MP):** The Samurai points at a foe they can see, sheathes their sword, and issues a loud shout. That foe immediately receives the damage that the Samurai’s Katana would deal on a successful critical hit (including all bonuses), but may attempt a Will save (DC 15 + Samurai’s class level) to take half damage instead.
- **Kirichbara (Su, 5 MP):** The Samurai declares their intention to guard a given group, which they indicate. For the next full round, half of the damage taken by these allies is transferred to the Samurai instead.

SOLDIER (STR)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+1	+1	+1	+0	Cheer, Strike	+1	+0
2	+2	+2	+2	+0	Bonus Feat	+1	+1
3	+3	+2	+2	+1	Strike	+2	+1
4	+4	+2	+2	+1	Bonus Feat	+2	+1
5	+5	+3	+3	+2	Strike	+3	+2
6	+6	+3	+3	+2	Bonus Feat	+3	+2
7	+7	+4	+4	+2	Strike	+4	+2
8	+8	+4	+4	+2	Bonus Feat	+4	+3
9	+5	+4	+4	+3	Strike	+5	+3
10	+10	+5	+5	+3	Mass Cheer, Bonus Feat	+5	+3

Professional warriors, soldiers are often group together with Knights. However, while Knights learn methods of wearing down a foe and of rendering them defenseless, a true Soldier enters combat thinking only of victory. Soldiers deal tremendous amounts of damage in combat, often straining their own bodies in damaging ways just to drop their foes a little sooner.

Cloud, pictured above, is possibly the most celebrated Soldier in the Final Fantasy games, followed closely by Sephiroth, his nemesis.

MINIMUM REQUIREMENTS

Base Attack Bonus: +3

Total Class Defense: +3

Feats: At least four different Proficiencies, one of which must be Light Armor, and another of which must be for swords (either type) or axes.

CLASS SKILLS

Upon becoming a Soldier, the Ride & Pilot (Dex), Survival (Con), and Swim (Str), skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Soldier's Familiarity:** Scientists are familiar with these weapons and armor: *All Axes and Blades, all Light, Medium, and Heavy Armor.*
- **Cheer (Ex):** As a partial action, the Soldier may loose an encouraging shout. This increases the Soldier's attack and defense. They gain a +2 Competence bonus to Hit and a +2 Dodge Bonus to defense for 1 round, plus one round per 2 Soldier Levels. This does not stack on itself.
- **Bonus Feats:** A Soldier may gain any Martial feats as bonus feats.
- **Mass Cheer (Ex):** At level 10, Cheer now affects all allies within 20 feet of the Soldier in addition to the Soldier himself.

STRIKE TECHNIQUES

The bread and butter of the class, these are the special attacks of the Soldier. They may only be used with Axes or Swords (Straight or Curved).

- **Cross Slash (Su, 5 MP):** This ability teaches the soldier to strike the enemy at an odd angle, dazing them for a few moments. Used to enhance a single attack (before the roll to hit is made), it forces the target, if hit, to make a Fortitude save (DC = 10 + Damage done) or lose one of their actions next round.
- **Delaying Strike (Su, 10 MP):** An improvement on Cross Slash, the attack actually forces the target to slow down. Used to enhance a single attack (before the roll to hit is made), it forces the target, if hit, to make a Fortitude save (DC = 10 + Damage done) or lose one of their actions each round for as many rounds as the Soldier's level in this class. *Prerequisite: Cross Slash.*
- **Darkside Strikes (Su, Always Active):** The Soldier may now spend HP instead of MP to activate Strike Techniques. They may also cover part of the cost in HP and part in MP, if desired. *Prerequisite: Any other Strike.*
- **Dispatching Strike (Su, 3 MP):** This technique focuses the power of the soldier, allowing them to deal more damage with a strike. Used to enhance a single attack (before the roll to hit is made), it causes the attack to do additional lethal damage equal to the Soldier's level in this class.
- **Climhazard Strike (Su, 7 MP):** Used to enhance a single attack (before the roll to hit is made), this Technique causes that blow, if it hit, to automatically threaten a critical hit.
- **Lai Strike (Sp, 15 MP):** The Soldier makes a single attack as a full round action. If it hits, they roll damage, but do not apply it. The target must make a Fortitude save (DC = Damage done) or be reduced to 0 HP. If the target succeeds at the save, they take the damage. *Prerequisite: Any two other Strikes.*

SUMMONER (WIS)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	MP Boost, Summon Magic, Pact	+0	+0
2	+1	+0	+0	+3	Bonus Feat	+1	+1
3	+1	+1	+1	+3	Pact	+1	+1
4	+2	+1	+1	+4	Bonus Feat	+1	+1
5	+2	+2	+2	+4	Pact	+2	+2
6	+3	+2	+2	+5	Bonus Feat	+2	+2
7	+3	+2	+2	+5	Pact	+2	+2
8	+4	+2	+2	+6	Bonus Feat	+3	+3
9	+5	+3	+3	+6	Pact	+3	+3
10	+5	+3	+3	+7	X, Bonus Feat	+3	+3

A Summoner gains their power by brokering deals with powerful beings, which are sometimes called spirits, guardians, Totema, or Aeons. Many Summoners are very advanced White Mages, especially in worlds where white magic and summon magic are tied to religious belief.

MINIMUM REQUIREMENTS

Base Will Save: +5

Skills: Composure 8 ranks, Diplomacy 10 Ranks.

Special: A hero must have an MP pool of 75 or more before entering this class; most Summoners were originally ‘color’ Mages before entering this class.

CLASS SKILLS

Upon becoming a Summoner, the Composure (Con), and Diplomacy (Cha) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Summoner’s Familiarity:** Summoners are familiar with these weapons and armor: *Cudgels, Light Armor*. Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **MP Boost:** When gaining a level of this class, a Summoner gains additional, bonus MP equal to the level of this class they are achieving. Thus, on gaining level 4 in this class, a Summoner gains (1d10 + 4 + Wisdom Modifier) MP.
- **Bonus Feats:** A Summoner may gain any Magical feats as bonus Feats.
- **Call Aeon:** Upon gaining tenth level in this class, the Summoner becomes able to cast the “call” spells that they have already learned by means of their Pacts.

SUMMON MAGIC

Upon becoming a Summoner, a character gains the magical feat Aura Spell. Also, at first level, third level, and every odd-numbered class level thereafter, a summoner forges a bond with an Aeon; this bond or deal is known as a ‘Pact’. When a Pact is made, the Summoner learns all of the spells associated with that spirit. Most of these spells are normal, ‘color’ spells, but each Aeon also grants those who deal with it the ability to call upon the Aeon personally; though these “Call” spell are learned upon gaining a Pact, they cannot be cast until achieving level 10 in this class. If the character already has the ability to cast a spell granted by an Aeon, they gain no benefit from ‘learning it again’. When a summoner casts a ‘color’ spell learned by means of a Pact, a moving, ghostly image of the Aeon who taught it to them rises up in the area (either the area of effect, or around the caster), and the effect seems to emanate from that image.

SUMMONER PACTS & SPELLS GAINED

IFRIT	<ul style="list-style-type: none"> • FIRE: Deals 1d6+1 fire damage to targets. • FIRA: Deals 7d6+7 fire damage to targets. • FIRAGA: Deals 17d6+17 fire damage to targets. <p>CALL IFRIT: Summons the lord of Fire.</p>
ESUNA	<ul style="list-style-type: none"> • CURA: Heals 7d6 HP and 7 ability damage. • ESUNA: Removes up to three conditions inflicted on targets. • RAISA: KO'd targets are healed up, to positive 30 HP at most. <p>CALL ESUNA: Summons the lady of grace and Healing.</p>
ODIN	<ul style="list-style-type: none"> • THUNDER: 1d6 electricity; save DC +1 per four lbs. of metal. • DOOM: Targets are doomed to die, soon. • REAPER: Targets are driven unconscious or killed instantly. <p>CALL ODIN: Summons the lord of death and thunder.</p>
RAMUH	<ul style="list-style-type: none"> • THUNDER: 1d6 electricity; save DC +1 per four lbs. of metal. • THUNDARA: 7d6 electricity; save DC +1 per four lbs. of metal. • THUNDAGA: 15d6 electricity; save DC +1 per four lbs. of metal. <p>CALL RAMUH: Summons the master of lightning.</p>
SHIVA	<ul style="list-style-type: none"> • BLIZZARD: 1d6 cold damage, plus 1 temporary STR damage. • BLIZZARRA: 5d6 cold damage, plus 2 temporary STR damage. • BLIZZAGA: 13d6 cold damage, plus 3 temporary STR damage. <p>CALL SHIVA: Summons the mistress of ice.</p>
TITAN	<ul style="list-style-type: none"> • QUAKE: 3d6 damage and may knock prone. • QUAKA: 11d6 damage and may knock prone. • QUAKAGA: 17d6 damage and may knock prone. <p>CALL TITAN: Summons the lord of elemental stone.</p>

THIEF (DEX)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+2	+0	Theft, Steal	+2	+0
2	+1	+1	+3	+1	Bonus Feat	+3	+1
3	+2	+1	+3	+1	Steal	+3	+1
4	+3	+1	+4	+1	Bonus Feat	+4	+1
5	+3	+2	+4	+2	Steal	+4	+2
6	+4	+2	+5	+2	Bonus Feat	+5	+2
7	+5	+2	+5	+2	Steal	+5	+2
8	+6	+3	+6	+3	Bonus Feat	+6	+3
9	+6	+3	+6	+3	Steal	+6	+3
10	+7	+3	+7	+3	Master Thief, Bonus Feat	+7	+3

Thieves are those whose talents in sleight-of-hand and pick-pocketing have grown so great that they have become magical. There are just as many heroic thieves as villainous one, though heroic thieves often prefer to be called by differing titles. Thieves tend to be charming as well as quick; though it's the speed of their work that makes them effective, it's often their roguish charm that leaves a lasting impression. Among the most memorable thieves of the Final Fantasy series are Locke (a treasure hunter), and Rikku (pictured above).

MINIMUM REQUIREMENTS

Base Save: Reflex 3+

Skills: Legerdemain 9 ranks, Stealth 3 ranks.

CLASS SKILLS

Upon becoming a Thief, the Deceit (Cha), Legerdemain (Dex), Stealth (Dex), and Tumble (Dex) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **Thief's Familiarity:** Thieves are familiar with these weapons and armor: *Blades (Straight or Curved) of medium size or smaller, Ballistic Weapons, Light Armor.*
- **Theft (Ex; Attack Action, Opposed):** The thief may use Legerdemain to attempt to steal items from targets within five feet in the midst of combat. The item must be visible and may not be held in-hand or worn as clothing or armor, though it may be otherwise secured. The target opposes this check with a Reflex save, gaining a cumulative +3 bonus on the save for each time this ability has been used on them previously in the same day.
- **Bonus Feats:** A Thief may gain Focus feats specifying Legerdemain or Stealth as bonus feats.
- **Master Thief:** At level 10, targets of the Steal ability do not gain any bonus to their Reflex save for having been the targets of previous Theft attempts in the same day.

STEAL TECHNIQUES

These techniques grant the thief the ability to make off with their foe's treasures more easily, and more effectively. They are all Supernatural abilities - thieves in this class have skills so great that they have become magical.

- **Steal Portion (1 MP):** If the thief lands the killing blow on a target, then they may spend one MP to make an immediate Observation check (DC 15). If successful, they instantly acquire 1d4 Gil in raw materials (for use in crafting chemicals only), or one naturally occurring chemical item that is a normal part of the target slain (if there are any).
- **Steal Hard (Always Active):** Upon successfully striking any target within five feet with an attack, the thief may also make a Theft attempt as free action.
- **Steal Magic (1 MP):** As a theft attempt, the Thief may attempt to steal a target's MP. This is treated as a normal attempt, but the target resists with Will, not Reflex. If the attempt succeeds, the target loses 1 MP for each point by which the thief won the opposed roll. The thief gains as much of this lost MP as they can hold.
- **Steal Heart (4 MP):** As a theft attempt, the Thief may attempt to improve a character's reaction to them. This is treated as a normal steal attempt, except that the target uses Will as their save instead of Reflex. If successful, the Legerdemain check result is applied on the Diplomacy table for changing attitudes, to find the target's new attitude, if any. *Prerequisite: Steal Magic.*
- **Steal Anything (3 MP):** As a theft attempt, Thief may activate this ability, and attempt to steal an item in-hand, or worn as armor or clothing. The target of the attempt gets a +7 bonus to their Reflex save.
- **Steal Everything (20 MP):** As a theft attempt, Thief may activate this ability, and attempt to steal all carried items, all items in-hand, and everything worn as armor or clothing. The target of the attempt gets a +15 bonus to their Reflex save. *Prerequisite: Steal Anything.*

WHITE MAGE (WIS)



Lvl	BAB	Fort	Ref	Will	Special Features	Def	Rep
1	+0	+0	+0	+2	Supplication, White Magic	+0	+0
2	+1	+0	+0	+3	—	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+1	+1
4	+2	+1	+1	+4	—	+1	+1
5	+2	+2	+2	+4	Bonus Feat	+2	+2
6	+3	+2	+2	+5	—	+2	+2
7	+3	+2	+2	+5	Bonus Feat	+2	+2
8	+4	+2	+2	+6	—	+3	+3
9	+5	+3	+3	+6	Bonus Feat	+3	+3
10	+5	+3	+3	+7	Multicast, Bonus Feat	+3	+3

Healers and cherished leaders, most White mages are the essence of goodness. In many worlds, they double as priests, but faith is not required—only goodness. Often acting as the medical elite of different worlds, White mages can be found where the sick go to be tended. Because of their existence and presence at those places, most of the Final Fantasy worlds see very little prolonged illness.

MINIMUM REQUIREMENTS

Base Will Save: +3

Skills: Heal 6 ranks, Composure 3 ranks.

Special: A hero that deliberately commits an especially evil action (GM's call) loses the supplication ability for a year.

CLASS SKILLS

Upon becoming a White Mage, the Composure (Con), Diplomacy (Cha), and Heal (Wis) skills become permanent class skills, if they were not already.

GENERAL FEATURES

- **White Mage's Familiarity:** White Mages are familiar with these weapons and armor: *Cudgels, Light Armor*. Every level in this class after the first, the character may choose and gain one of these types of weapons or armor to become fully proficient with.
- **Supplication:** A White Mage may make a Composure check, adding their level in this class as a bonus, upon casting the spells Pray, Cure, Cura, or Curaga. The DC of this check is 10, plus (Spell's Level x5); magical feats that increase the spell's level are added in for this purpose. If the check succeeds, the MP spent to power the spell is regained.
- **Bonus Feats:** A White Mage may gain any Magical feats as bonus Feats.
- **Multicast:** At level 10, the White Mage may use White spells as either Move actions or Attack actions (they still provoke attacks of opportunity).

WHITE MAGIC

Upon becoming a White Mage, a character gains the magical feats Touch Spell and Aura Spell. Also, a White Mage has the ability to learn and cast White spells, which are holy and curative magics. Each time a character gains a level in this class, they may choose and gain three spells. At least two of these spells must be white magic spells. The third spell may be white, grey, or red, as desired. A White Mage can gain white spells with a level up to their class level, but grey and red spells may not be learned at more than half of their class level. At level one in this class, a White Mage may only learn level one white spells.

WHITE SPELL SUMMARY

LVL 1	PRAY: Heals 1d6 HP and 1 ability damage. LAMP: Creates light, cures blindness. VOX: Destroys silence effects, even on the caster. RESTORE: Transfer MP to targets from yourself. PURE: Destroys impurities and poisons.
LVL 2	CURE: Heals 3d6 HP and 3 ability damage. ESUNE: Removes one condition inflicted on targets. NULL: Grants 5 points of resistance against one energy type. DIO: Light deals 1d6 damage, doubled vs. Undead.
LVL 3	PROTECT: Grants DR 5/- for five rounds. REGEN: Targets regain 1d4 HP for up to five rounds. BAR: Blocks next spell of named element, up to level 3. DISPEL: Dispels negative magical effects on the target.
LVL 4	CURA: Heals 7d6 HP and 7 ability damage. ESUNA: Removes up to three conditions inflicted on targets. NULLA: Grants Energy Resistance 10, all energy types.
LVL 5	ESUNAGA: Removes most conditions inflicted on targets. NULLAGA: Grants 20 points of resistance against one energy type. BARA: Blocks next spell of named element, up to level 5.
LVL 6	PROTECA: Grants DR 7/- for seven rounds. RAISE: KO'd targets are healed up, to positive 5 HP at most. DISPELLA: Dispels all magical effects on the target.
LVL 7	CURAGA: Heals 13d6 HP and all ability damage. REGENA: Targets regain 1d6 HP for up to seven rounds. SHELL: Targets gain +3 to saving throws for four hours.
LVL 8	PROTAGA: Grants DR 9/- for nine rounds. RAISA: KO'd targets are healed up, to positive 30 HP at most. RADIANCE: Deals 15d6 damage to targets.
LVL 9	SHELLA: Targets gain +6 to saving throws for the day. RERAISE: Targets gain the effects of Raise if KO'd in the next hour. BARAGA: Completely blocks next spell of named element.
LVL 10	HOLY: Deals 20d6 damage to targets. REGENAGA: Targets regain 1d8 HP for up to eleven rounds. LUMINAIRE: Light deals 15d6 damage, doubled vs. Undead.



8

MAGIC

ALPHA VERSION

Many would say that a magician speaks a few incantations, makes a quick gesture, and something unusual happens - all that is needed is the knowledge of the proper gestures and words, the ability to perform them correctly, and energy to fuel the effect that takes place.

Certainly, if that's what the GM and the players want, they can make it just that simple. But, in the many Final Fantasy worlds, it rarely is. Magic is often part of a much larger cycle in these worlds, and though that cycle is never quite the same from one world to the next, there are elements in common:

- **Magical Energy:** All Final Fantasy worlds include magical energy of some form or another. This energy could be called Mana, or Mako, or many other things. All heroes have some access to this energy, which is calculated in game terms as MP, or Magic Points. In many Final Fantasy games, there once existed a greater civilization that knew much more about magic than the current one, and their lore is key to understanding this form of energy.
- **Death and the Spirit:** A few of the different games imply that magical energy is in some way connected to, or composed of, souls or spirits - that either magical energy is the stuff of spirits, or that it is the medium through which they move. It is possible some for bodies to be animated by magic after death as undead, and for ghosts to exist as highly magical beings.
- **Magical Places:** Magical energy gathers more strongly in some places than in others. If magic is strongly related to living spirits, these places are most likely to be found in temples and holy locations. If it is a purely natural, free-flowing energy, then this places are likely to be exceptional aspects of the natural world, such as great magical trees. If this energy is regulated in some fashion (such as by great networks of monoliths, by great crystals, or the like), then the regulating mechanisms are generally places of great magical power. In a few cases, there are also areas outside the natural world, such as the Farplane or the Land of Summoned Monsters, where magic is at it's peak.
- **Spirit Beings:** Often, there exist powerful beings tied to differing aspects of magical energy; in most settings, some will be pure (Aeons, Totema, Guardian Forces), while others will be corrupt and vile.

COLOR MAGIC AND SUMMON MAGIC

When a player thinks of magic in Final Fantasy, they are most often thinking about 'Color' magic. The classic White and Black Mages are the first such characters to spring to mind. Veterans of the games have also seen Red Mages, Blue Mages, and magicians of varying names (Sorcerer, Sage, Time Mage, etc - what we call the Grey Mage), who have much in common with these types. Because many magical effects are "fuzzy", existing within one magician's purview in one world, but a separate type's in another, we have divided color magic into five colors, and have made it possible for mages on one color to learn a small handful of spells from selected colors other than their own. All five of the color mages choose and learn spells individually as they advance in level.

Summon magic works somewhat differently. A summoner achieves contact with Aeons, great magical beings, over the course of their career. These beings allow the Summoner to cast a number of 'color' spells, as well as giving them the capacity to summon the Aeon itself to affect battles around the summoner.

Despite the difference in learning styles, the process of spellcasting itself doesn't change. In many cases, Summoners are simply seen as one form of advancement that color mages can work towards, one which offers new and different powers from those currently known.



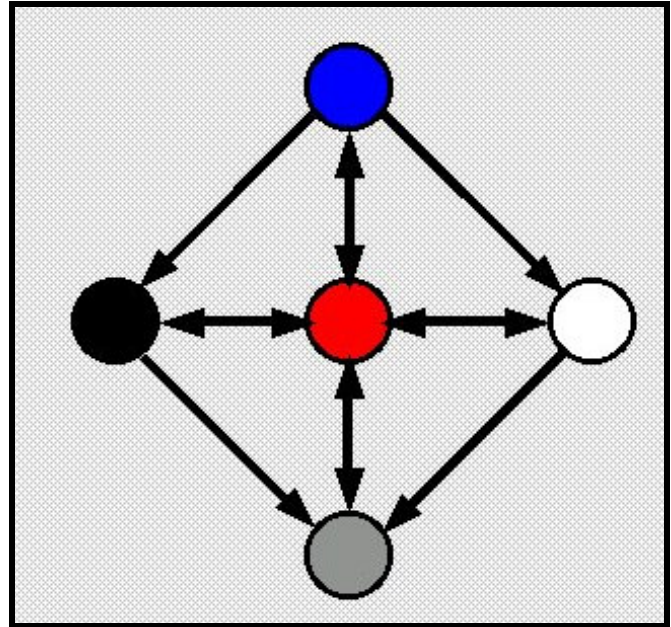
LEARNING SPELLS

Differing mages can learn different sets of spells. While Summoners simply gain a 'package' of spells each time they create a compact with a new Aeon, the process of choosing spells for a color mage can be somewhat more involved. The diagram to the right illustrates which of the color mages, are capable of learning which spells. A dot of any color indicates a mage of that color; that mage can learn spells of their own color, as well as spells of any color an arrow points to from their circle. As a reference, the colors of spells that the different color mages can learn follow. A mage can gain spells of their own color up to their class level, but spells outside their class may not be learned at more than half of their class level.

- **Black Mages:** Select two Black magic spells each level, plus an additional Black, Grey, or Red Spell.
- **Blue Mages:** Blue mages gain only one spell at each level, which must be a Blue Spell of their class level or less. They may, however, learn additional spells over the course of their career by other means, which can be Blue, Black, White, or Red Spells.
- **Grey Mages:** Select two Grey magic spells each level, plus an additional Grey or Red Spell.
- **Red Mages:** Select one Red magic spell each level, plus two additional spells. Additional spells may be Black, Grey, Red, or White, but a Red mage cannot gain two or more spells of the same color in a single level, unless they are Red spells.
- **White Mages:** Select two White magic spells each level, plus an additional Grey or Red Spell.

SPELL AND FORM

Besides learning different colors of spells, Mages also gain and can use spell forms, which are the feats which determine how their spells are targeted. For example, Line Spell, Touch Spell, and Ray Spell are all spell forms. This distinguishes the mage classes even more from one another; a purist Blue Mage could innately possess the ability to cast a healing spell on their self, simply by focusing and spending MP. The White Mage, on the other hand, usually has the capacity to cast healing magics on their own person as well as everyone immediately around them, sometimes even without expending MP, but will usually be far more overt, requiring invocations and gestures to do so. This is because the Blue Mage gains the feat Personal Spell upon entering the class, while the White Mage receives the feat Aura Spell. As characters progress and learn more about magic itself, they often gain more spell forms; thus, they become more adaptable in this regard over time. Some Mages, of course, never stray from the tried-and-true methods of their class Forms, which are sufficient for their needs, instead opting to increase the number of spells that they know or gaining greater and greater reserves of magical energy to draw upon.



SPELL REORGANIZATIONS

The spell lists and classes here are "generic". That is, they are averaged and blended information, not keyed to any specific world. If you are playing in a specific Final Fantasy world, it is likely that the mage classes and spell lists will be somewhat reorganized for that world's purposes. Red magic may be absorbed into black, grey into white, or grey and white may be divided up. In a few of the worlds that have been linked to Final Fantasy, the colors might be ignored entirely, and only the energy types of the spells may be of importance.

The most common changes, if any world-specific changes are made, is to ban Red and Blue Mages (which exist in many, but not all, Final Fantasy worlds), and to alter the way that Grey magic works (though the number of ways Grey magic can be altered to fit it into a world defies easy counting). In at least one world, it could be deemed appropriate to expand on Summoners and Summon magic extensively, absorbing all the other spells, and then eliminate all the other classes of Mage. Whenever you want to get your character into a Mage class, check with your GM.

LEARNING CHANGES

Just as with spell lists, the learning methods of each class may change from world to world. In some worlds, summoners gain the ability to do magic associated with new Aeons by first finding, and then defeating, those being in combat. In others, all magicians open up 'slots' as Blue Mages do, but fill those slots by reading magical texts rather than by sampling the powers and abilities of creatures and spellcasters around them. Again, you will want to check your setting guide, or ask your GM.

CASTING SPELLS

CASTING SPELLS

Casting spells involves a number of different choices and stages; for ease of use, follow the steps below.

1. On your Initiative (if in combat), choose and declare the spell that you are casting; it must be a spell you know.
2. Choose and apply one of the Spell Form Feats to determine how the spell is targeted, and make all other appropriate decisions. If this raises the level of the spell, determine its new level and MP cost.
3. Spend the required MP; this amount is equal to the spell's (adjusted) level, multiplied by itself. These costs are shown at the bottom of this page.
4. Spend an attack action gesturing and incanting the spell. You must be able to speak, and must have at least one hand free, to do so. This generates Attacks of Opportunity; if such an attack deals damage, you must make a Composure check (DC 10 + Damage taken) or the spell fails.
5. If a target has Spell Resistance, you must defeat that resistance.
6. The spell occurs, causing its effect. Targets may attempt saving throws to negate or reduce the effect, unless the spell dictates otherwise.

SPELL RESISTANCE

When using a spell on a creature that possesses spell resistance, casters must attempt a special check to overcome it. This check is (1d20 + the caster's total spellcasting levels), and the DC is the target's Spell resistance number. Thus a hero with three levels of Red Mage and six of Blue mage would roll 1d20+9. If the check fails, that target is unaffected by the spell; the caster must check separately for each target with spell resistance.

SAVING THROWS

Unless a spell's description specifies otherwise, the targets of a spell may always attempt saving throws to reduce or negate the effect. The DC of these saving throws is always equal to 10, plus the spell's level (including modifications for form), plus the magic die's ability modifier for the caster's spellcasting class. If the spell's caster has more than one spellcasting class, they use the best modifier used by any of those classes to determine their save DCs.

Unless otherwise stated, spells that deal damage allow their targets to make a reflex save. If a target succeeds, they take only half damage. Spells that do not deal damage, unless otherwise stated, may be negated entirely by making a will save. Note, however, that many spells are special cases, and do specify the saving throw used or its effects.

TARGETS AND AREAS

Different mages can cast the same spells in differing ways. The spells described here, and later in this section, often don't specify exactly what shape or mode of delivery they use. This is because differing classes can cast those spells in varying ways, and because many magical feats can be used to give these spells areas of effect or ways of behaving that are radically different from what one might assume. Check the Mage classes to see which of the magical feats they grant at first level, and read over those feats for a clearer understanding.

SPELL DURATIONS

Unless otherwise stated, a spell lasts only an instant; though the effects of the spell may linger, the magic comes and goes in a moment.

SPELL ENERGIES & RESISTANCE

In the spell listings, each spell has an energy type given in square brackets with its title. This describes which type of energy resistance, if any, could aid in blocking that spell's effects. A creature may have resistance to any or all of the eight energies (Air, Earth, Electricity, Fire, Holy, Ice, Shadow, Water). Creatures with resistance to these energies gain bonuses to saving throws based on those resistances, as follows:

- **Resistance 1-5:** +1 to saving throws against spells of the specified energy type.
- **Resistance 6-10:** +2 to saving throws against spells of the specified energy type.
- **Resistance 11-20:** +4 to saving throws against spells of the specified energy type.
- **Resistance 21 or more:** +6 to saving throws against spells of the specified energy type.

VISUAL DISPLAYS

Unless a spell is being cast using the Personal Spell feat, the casting will generally be quite impressive, and will include a visual display of some kind. This may include ribbons of energy sparking off the mage's fingertips and circling them while casting, a flash of light in a circular pattern around them (either around where they touch the ground, or hovering in mid-air), or many other possible effects. In the case of summon spells, cosmetic effects often include the brief appearance of hovering, greenish energy globes filled with fire. Regardless of the cosmetic appearance of these effects, they have no specific game effect other than to make spells visually interesting and recognizable.

SPELL LEVEL*	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
MP COST	1	4	9	16	25	36	49	64	81	100	121	144	169	196	225	256	289	324	361	400

*While there are no spells above level 10, a spell's level can be increased by means of Spell Form and Metaspell feats.

BLACK SPELLS

AREO, AERA, AERAGA, TORNADO [Air]

These spells batter their targets with a blast of air, harming them and shoving them away from the point of origin of the spell. In the case of a touch, line, ray, or aura spell, the 'point of origin' of the spell is the spellcaster. In the case of a burst spell, the point of origin is treated as the center of the spell's radius. In all cases, targets take the listed amount of damage, and are treated as being subjected to a bull rush made by a medium-sized creature (with the strength listed). The wind moves with the target the maximum distance in this bull rush. A target who succeeds at the reflex save to take half damage also treats the strength of the bull rush as halved. The damage from these spells is treated as normal damage, not energy damage; it is thus blocked with DR, not with ER.

- **Aero (Level 1):** 1d6 damage, Strength 14 Bull Rush
- **Aera (Level 3):** 5d6 damage, Strength 24 Bull Rush
- **Aeraga (Level 5):** 9d6 damage, Strength 40 Bull Rush
- **Tornado (Level 9):** 17d6 damage, Strength 54 Bull Rush

BLIZZARD, BLIZZARA, BLIZZAGA [Ice]

These spells strike their targets with freezing cold, dealing severe damage. The numbing cold can also reduce the ability of targets to strike effectively. Thus, these spells deal some temporary strength damage. However, this strength damage 'heals' at a rate of one point per round.

- **Blizzard (Level 1):** 1d6 damage, plus 1 STR damage.
- **Blizzara (Level 3):** 5d6 damage, plus 2 STR damage.
- **Blizzaga (Level 7):** 13d6 damage, plus 4 STR damage.

COUNTER, SMOTHER, COUNTERA [Shadow]

These spells are used to destroy or stop other spells as they are being cast. In order to cast any of these spells, the caster must be holding an attack action when another, visible character casts a spell; the spell the other character is casting is the target. Unlike most spells, these spells do not make use of any spell form; they simply affect the spell that is being cast, and possibly its caster.

- **Counterspell (Level 6):** The caster of this spell and the caster of the target spell make opposed Composure checks; both add their total levels in spellcasting classes as a bonus to their checks. If the caster of this spell wins, the target spell is annulled; if not, it proceeds normally.
- **Smother (Level 9):** As Counterspell, but if the caster of this spell wins the opposed check, they also instantly gain MP equal to the cost of the spell that they have countered, and the caster of the countered spell loses the same amount (plus the normal cost of the countered spell).
- **Counteract (Level 10):** As Counterspell, but if the caster of this spell wins the opposed check, the target spell explodes in mid-cast, dealing 1d6 damage per spell level to the character that was casting it; this damage is of the same type as the spell that was being cast.

DELUGE, DELUGA [Water]

These spells create and smash the targets with elemental liquid, hammering at them suddenly and brutally. They mimic the battering and pushing effects of Aero and its similar spells, but the damage is considered energy, not force, and is thus resisted with ER, not DR.

- **Deluge (Level 3):** 3d6 damage, Strength 24 Bull Rush.
- **Deluga (Level 6):** 9d6 damage, Strength 36 Bull Rush.

DRAIN, DRAINA, DRAINAGA [Shadow]

These spells siphon health and vitality from their targets, and feed that stolen energy back to the caster of this spell. These spells appear as a vivid, purplish light. A creature with energy resistance to Shadow or Water may apply it to the damage done; if resistant to both, use the better resistance of the two. In all three cases, a Fortitude save halves the damage taken by the target. The caster totals up all the HP actually lost by the targets, and heals that many HP of damage, up to their maximum HP.

- **Drain (Level 2):** Deals 1d6 damage to targets.
- **Draina (Level 5):** Deals 3d6 damage to targets.
- **Drainaga (Level 7):** Deals 5d6 damage to targets.

EYESHINE [Exclusive Spell; Shadow]

This spell can only be learned by means of the Black Mage class. It collects the ambient light from around the face area of the character, coalescing it near to the eyes, and refracting away light beyond what is needed to see by. This improves the character's vision, but causes their face to appear as a dark shadow with glowing eyes. It is this spell that gives many Black Mages their distinctive facial appearance; casters of it generally wear brimmed hats to heighten the somewhat disturbing appearance it grants. This spell allows a Will save to negate the effects, should any target wish to resist its effects.

- **Eyeshine (Level 1):** For four hours, targets gain +10 on all vision-based checks to notice things. Also, during that time, targets treat the radius of illumination provided by all light sources as twice as great. Regardless of the form it is cast in, this spell only affects Black Mages, though it can be cast to target multiple black mages simultaneously.

FIRE, FIRA, FIRAGA, FLARE [Fire]

These blast their targets with intense heat, dealing severe damage. Unlike many other Black spells, fire spells have no special side benefits; they simply deal massive fire damage to their targets.

- **Fire (Level 1):** 1d6+1 damage.
- **Fira (Level 4):** 7d6+7 damage.
- **Firaga (Level 8):** 17d6+17 damage.
- **Flare (Level 10):** 19d6+19 damage.

BLACK SPELLS



OSMOSE [Shadow]

This spell leaches magical energy from its targets, feeding that energy back to the caster of the spell. It appears as a slightly sickly off-white energy. MP loss from this spell can be halved with a successful Will save, and Shadow resistance reduces the amount of MP that is lost. The caster totals up all the MP that is actually lost by targets, and regains that amount. They may not gain MP beyond their maximum in this way.

- **Osmose (Level 2):** Targets lose 2d6 MP.

POISON, POISONA, POISONAGA [Water]

These spells cause damage on a continuing basis to their targets, by introducing poison-like magic into their bodies. Unlike most damaging spells, this spell may be negated completely by a saving throw - in this case, a Fortitude save is attempted. Despite the lasting nature of the spell, only one saving throw may be attempted (though the spell can be removed during its course by Esune and the like). The visible effect of this spell is a greenish energy, which often seems to bubble and roil.

- **Poison (Level 2):** Targets receive 1d6 damage when poisoned, and another 1d6 on the same initiative for the next two rounds.
- **Poisona (Level 4):** Targets receive 2d6 damage when poisoned, and another 1d6 on the same initiative for the next five rounds.
- **Poisonaga (Level 8):** Targets receive 3d6 damage when poisoned, and another 1d6 on the same initiative for the next seven rounds.

QUAKE, QUAKE, QUAKE [Force]

These spells shake the ground violently. They may only be cast as Line, Burst, or Aura spells. All creatures in the area of effect take the listed damage; also, any creature in that area that fails its Reflex save falls to the ground, prone. These spells do not affect targets that are flying or floating, but may well affect freestanding items, sculptures, pillars, and the like, at the GM's discretion. The damage done by these spells is physical, not energy, damage, and is thus resisted with DR, not with ER.

- **Quake (Level 2):** 3d6 damage.
- **Quake (Level 6):** 11d6 damage.
- **Quakaga (Level 9):** 17d6 damage.

STONE, STONA, STONAGA [Earth]

These spells create and strike targets with elemental earth, smashing them from all sides. Unlike many other Black spells, fire spells have no special side benefits; they simply deal massive earth damage to their targets.

- **Stone (Level 3):** 5d8 damage.
- **Stona (Level 5):** 9d8 damage.
- **Stonaga (Level 7):** 13d8 damage.

THUNDER, THUNDARA, THUNDAGA [Electricity]

These spells jolt their targets with electricity, pulled out of the air or liquid around (or above) them. Because of the conducting properties of metal, a target has a one-point penalty to their saving throw against these spells for every four full pounds of metallic objects they are wielding or wearing. The GM decides which items count as 'metallic'; only weapons and armor normally incur this penalty (items carried in a backpack or similar do not count). If these spells are used on a target that is fully or partially immersed in water, there is no saving throw allowed.

- **Thunder (Level 1):** 1d6 damage.
- **Thundara (Level 4):** 7d6 damage.
- **Thundaga (Level 8):** 15d6 damage.

ULTIMA [None]

Often considered the peak of all damaging spells, Ultima certainly possesses many powerful features. It is brutal, powerful, and lethal; it is not complex, and is very difficult to stop. While it deals less basic damage than Flare, it is not subject to avoidance or to being overcome as Flare is.

- **Ultima (Level 10):** Ultima deals 17d6 damage to all targets. Unlike most spells, Ultima never allows a saving throw, as it erupts too suddenly and cannot be shrugged off. Also, the energy Ultima uses, while it appears as hot yellow-white light, is not of any specific type; thus, no energy resistance prevents or reduces this damage.

BLUE SPELLS

ACID [Water]

This spell can inflict all manner of problems on a given foe. When it is cast on a target, that target attempts two saving throws (rather than the usual one). If neither is made, the target is subject to the effects of several low-level Red spells, and takes damage. If one (but not both) is made, the target takes the damage, but suffers no conditions. If both succeed, the spell has no effects.

- **Acid (Level 2):** Deals 1d6 Damage; inflicts Blind, Zombie, and Sleep.

ACCUMULATE, ACCUMULA, ACCUMULAGA [Earth]

These spells enhance all abilities of their target. Whenever a target makes an attack roll, skill check, or ability check, they roll a number of additional d6's, and add the results of those rolls to the d20 roll. This effect lasts for one minute (ten combat rounds). If a target is affected by one of these spells, and another such spell is cast on them, then both spells are canceled.

- **Accumulate (Level 3):** +1d6 to most d20 rolls.
- **Accumula (Level 6):** +2d6 to most d20 rolls.
- **Accumulaga (Level 10):** +3d6 to most d20 rolls.

ANGELA [Air]

This spell improves upon and increases the duration of all spells that are currently affecting the targets. Spells which are instantaneous (do not have a duration) are not affected. All spells have their remaining duration affected, if a one-hour spell that's been running for 50 minutes if affected, only the remaining ten minutes are doubled.

- **Angela (Level 8):** Affecting spells have durations doubled.

ATTUNEMENT [Electricity]

By casting this spell, the caster magically mimics the magical effects, skills, and abilities of targets. Any bonuses other than ability modifiers to skill ranks, attack rolls, and damage rolls, are compared at the time this spell is cast. The target gains the best such bonus available to each skill, to attack rolls, and to damage rolls, of those affecting the targets.

- **Attunement (Level 9):** You use best bonuses of targets.



BOMBOS, BOMBA, BOMBAGA [Fire]

These spells deal damage. Regardless of the Form used, or how many targets they are set to affect, these spells do the listed damage to the caster as well as to all target. If the spellcaster reduces the damage they take by any means, then all target gain the benefits of the same reduction.

- **Bombos (Level 2):** 5d6 Fire damage.
- **Bomba (Level 5):** 11d6 Fire damage.
- **Bombaga (Level 8):** Fire damage equal to caster's current HP.

DRACONIS [Holy]

Targets affected by this spell glory in the healing powers of dragon spirits. They are affected by the white spells Regena & Reraise as if those spells had been cast upon them, with normal durations and other effects.

- **Draconis (Level 10):** Targets gain Regena & Reraise.

FANG, FANGA, FANGARA [Earth]

These spells allow their target to inflict severe conditions with their natural attacks. Whenever they strike a foe with a fist, bite or other unarmed attack, that target must save against one or more red or black spells. These spells affect all such attacks which are made by their targets for a period of one minute.

- **Fang (Level 4):** Targets inflict *Poison*.
- **Fanga (Level 7):** Targets inflict *Poisona* and *Blind*.
- **Fangara (Level 10):** Targets inflict *Poisonaga* & *Doom*.

GAZE, GAZA, GAZAGA [Shadow]

Targets affected by this spell can inflict penalties and problems on those they gaze upon. While affected by this spell, anytime a target takes an action that directly affects another character, they may choose to 'gaze upon' that target if they wish. Those affected by these 'gaze attacks' may not attempt a saving throw against the effects. A target may also choose to 'gaze upon' any creature within line of sight as a Move action, if they wish. Targets gain this ability for one minute.

- **Gaze (Level 5):** Those gazed upon suffer a -2 penalty for three rounds to any one skill, to attack rolls, or to damage rolls, whichever the user of the gaze attack wishes.
- **Gaza (Level 7):** As Gaze, but the penalty rises to -4.
- **Gazaga (Level 9):** As Gaze, but the penalty rises to -6.

LANCET [Shadow]

This spell transfers HP and MP from its targets to the caster; HP and MP taken that would put the caster above their maximums is lost by targets, but not gained by the caster. Energy resistance does not block this HP loss, as it is not damage. Blue Mages are capable of using this spell for even greater effect; see the description of that class for details.

- **Lancet (Level 1):** Steal 1d4 HP & MP from targets.

BLUE SPELLS

MASTER, MASTERA [Holy]

These spells affect lesser creatures, causing those creatures to consider the caster to their ally; they will act in the caster's interest, but remain under GM control. These spells affect only creatures with less total hit dice, or levels, than you possess yourself, and only kinds of creatures that are not normally Player Races. If you damage or otherwise take aggressive action against such a creature, the effects end instantly.

- **Master (Level 3):** Targets are affected for up to thirty seconds (five combat rounds), and will attempt an additional saving throw each round.
- **Mastera (Level 5):** Targets are affected for up to one minute (ten combat rounds); they gain no added saving throws.

MATRA [Water]

Targets affected by this spell may, immediately upon being affected by it, convert any amount of their own HP into MP; they cannot convert more HP in this way than they are short of a full MP pool, however.

- **Matra (Level 2):** Targets may convert HP into MP.

MOBILUS, MOBILA, MOBILAGA [Air]

These spells boost the movement speed of their targets. A creature affected by any of these spells has their movement speed increased by the listed amount for one minute. If a target is affected by one of these spells, and another such spell is cast on them, then both spells are canceled.

- **Mobilus (Level 1):** Base speed +10 Feet.
- **Mobila (Level 3):** Base Speed +40 Feet.
- **Mobilaga (Level 5):** Base Speed +60 Feet.

NICHT, NICHTA, NICHTAGA [Varies]

These spells imbue their targets with magical "Bad Breath" that can be used to make attacks. To use this ability, a target breathes into a 'line' which starts in an adjacent square. All creatures in that line take the listed amount of damage, but may attempt a Reflex save (same DC as the spell) to take half damage. The damage done by these attacks is elemental damage; the types and amounts of this damage are listed below. All of these spells grant the ability to make attacks of this type for one minute.

- **Nicht (Level 2):** 1d6 Water, Earth, or Shadow (caster chooses which energy). Line is 5 feet wide, 10 feet long.
- **Nichta (Level 5):** 1d6 Water, 1d6 Earth, 1d6 Shadow. Line is 5 feet wide, 20 feet long.
- **Nichtaga (Level 9):** 2d6 Water, 2d6 Earth, 2d6 Shadow. Line is 10 feet wide, 50 feet long.

RASP, RASPA, RASPAGA [Shadow]

These spells strike at the magical energy of their targets, dispersing it into the area. They are treated as if they were damaging spells for purposes of saving throws and Energy Resistance.

- **Rasp (Level 1):** 2d6 MP 'damage'
- **Raspa (Level 4):** 9d6 MP 'damage'
- **Raspaga (Level 8):** 15d6 MP 'damage'



ROAR, ROARA, ROARAGA [Air]

These spells grant bonuses and penalties to their targets; allied targets gain bonuses, and target foes take penalties. These effects last thirty seconds (five combat rounds), for all targets; multiple uses of this spell do not cancel one another, but the bonuses and penalties do not stack.

- **Roar (Level 1):** Allies gain +1 to Defense and to attack rolls; enemies suffer -1 to Defense and to all attack rolls.
- **Roara (Level 3):** Allies gain +2 to Defense and to attack and damage rolls; enemies suffer -2 to Defense and to all attack and damage rolls.
- **Roaraga (Level 7):** Allies gain +4 to Defense and to attack and damage rolls; enemies suffer -4 to Defense and to all attack and damage rolls.

SEED [Earth]

This spell deals piercing damage to its targets, as the caster spits out sharpened seeds to affect them. Though it is considered an Earth spell, Earth resistance does not reduce this damage.

- **Seed (Level 1):** 1d6 Pierce damage.

WHITE WIND [Holy]

This spell heals off of its targets. Upon casting it, you roll 10d6; all target heal that amount of HP damage. However, if this would increase a target's HP above your own current HP, they are healed up to that amount instead. Targets that are Knocked Out are not affected by this spell.

- **White Wind (Level 6):** Targets heal 10d6 damage, up to your HP at most.

GREY SPELLS

BANISH, BANISHA, BANISHAGA [Holy]

These spells instantly send their targets elsewhere; though some targets may be capable of resistance, and many targets are immune, these spells can often be used to simply 'clear off' masses of lesser foes from the field.

- **Banish (Level 4):** This spell affects only beings whose native plane of reality is separate from their current one, such as summoned Aeons, fiendlike beings, an similar such. Targets are returned instantly to their home plane.
- **Banisha (Level 6):** This spell affects living and undead targets; they are banished to a location of the GM's choosing within 100 miles, but at least 10 miles distant.
- **Banishaga (Level 8):** Affects living and undead targets; they are banished to an alternate plane of existence of the GM's choosing. Unwilling targets will be returned to the location they vanished from in three day's time.

BIND [Earth] (Level 2)

This spell locks targets in place with gravitational forces. It has a duration of thirty seconds (five combat rounds), or until a target saves against it. Targets receive the normal saving throw on being struck, and an additional saving throw each time their initiative comes up. Until they succeed, they may not move from their current location.

BLINK, BLINKA, BLINKAGA [None] (Level 2)

These spells create multiple, flickering phantom images of the targets, making them difficult to strike. They have a duration of one minute (ten combat rounds). During this time, all targets gain a competency bonus to their defense, of an amount listed below. These bonuses do not stack with themselves, each other, or any other competency bonuses.

- **Blink (Level 2):** Grants +1 to defense.
- **Blinka (Level 5):** Grants +3 to defense.
- **Blinkaga (Level 9):** Grants +5 to defense.

DEMI, DEMIA [None]

These spells crush targets with gravity, dealing damage to them. This damage is not standard damage, not of any set energy type; thus, neither damage reduction or energy resistance applies to it. The saving throw used to take half damage on these spells is fortitude, not reflex.

- **Demi (Level 2):** Deals 2d6 damage to targets.
- **Demia (Level 7):** Deals 10d6 damage to targets.

FLOAT [Air] (Level 1)

This spell causes targets to hover a up to foot above the ground surface. This grants immunity to the Quake spell, and reduces damage from any fall by one die, as the spell slows targets before striking the ground and prevents bouncing. Targets may walk over the surface of bodies of water and similar liquids as if solid. If a target crosses a hazardous surface in this way, the GM determines the effect - caltrops would be ignored, but spitting lava would not. All these effects last for a duration of ten minutes.

HASTE, HASTA, HASTEGA [None]

These spells allow targets to act more swiftly. Each of these spells has a duration, during which the initiative counts of targets increase by a set amount at the beginning of each round. When the initiative count of a target goes above 50, that target acts twice, both on initiative 50 and 1 (resetting their count to one for the time being). If multiple such effects are affecting a target, only the largest applies.

- **Haste (Level 1):** Initiative increases by +5 at the beginning of each round for the next hour.
- **Hasta (Level 7):** Initiative increases by +10 at the beginning of each round for the next ten minutes.
- **Hastega (Level 10):** Initiative increases by +25 at the beginning of each round for the next minute.

INVIS, INVISA, INVISIGA [Air]

These spells render targets invisible. Also, they diffuse lights they carry or sounds they produce, so they come from no specific point (though they still emanate from the same area). Besides obvious effects, anyone trying to strike an invisible creature misses 50% of the time, randomly; also, invisible creatures never provoke attacks of opportunity.

- **Invis (Level 3):** Lasts until the end of each target's next full round's worth of actions (or the end of the next round, if that comes first).
- **Invisa (Level 6):** Lasts for one full minute.
- **Invisiga (Level 9):** Lasts for ten full minutes.

LUG, POCKET, LUGGA [Shadow]

These spells allow storage and access outside of normal space. With these spells, a mage can grant place items outside of space (where they have no effective weight) or link containers through the same manipulations. These spells have a duration of one week, or until dispelled. If dispelled, items outside space return immediately.

- **Lug (Level 1):** Each target of this spell chooses a single item they have in-hand (it must be something that they can lift in one hand). That item vanishes to outside of normal space. As a free action, on their initiative, they can call the item back to their hand, which dispels this spell in relation to them.
- **Pocket (Level 2):** When this spell is cast, the caster designates an empty container they are touching (up to the size of a chest), and each target (which may include the caster) designates a single empty pocket or pouch they hold. For the duration, any target may reach into their pouch, and deposit or withdraw items from the container. A target may not "reach back out" of someone else's designated pocket.
- **Lugga (Level 3):** This spell may only be cast as a touch spell, and only targets one object (though it may target a container, up to the size of a chest, and all contents). The item is sent out of space as per the Lug spell. It can be used to send away a trunk affected by the Pocket spell, and does not cause that spell to fail.

GREY SPELLS

REFLECT, REFLECTA, REFLECTAGA [Water]

These spells reflect magic away from their targets for a period of one minute (ten rounds). Each of these spells reflects magic up to a certain spell level (as listed); if a target of this spell succeeds in making a saving throw against a spell, the effects that would have affected them instead rebound on the caster of the other spell (though this will not increase the effects if the caster is already affected).

- **Reflect (Level 4):** Affects level 1-3 spells.
- **Reflecta (Level 8):** Affects level 1-7 spells.
- **Reflectaga (Level 10):** Affects level 1-9 spells.

SCAN, SCANA [Air] (Level 1)

These spells allow the caster to gain information about each of their targets. Pieces of information they can gain are: *Current HP / MP, Permanent HP / MP, Defense, Level, level of resistance to any one Element, or the names of all spells currently affecting targets.*

- **Scan (Level 1):** The caster learns one listed piece of information about each target (the same piece for each).
- **Scana (Level 5):** The caster learns three listed pieces of information about each target (the same three for each).

SLOW, SLOWA [None]

These spells are the direct opposite of the Haste spells. Each has a duration; during that period, the initiative counts of all targets are decreased by a specified amount at the beginning of each round. When the initiative count of a target reaches or goes below 0 in this way, that target does not act on that round, but does act on initiative 50 on the round following. If multiple slow-type spells are affect a target, use the greatest penalty while both are active.

- **Slow (Level 1):** Initiative decreases by 10 at the beginning of each round for the next minute.
- **Slowa (Level 3):** Initiative decreases by 15 at the beginning of each round for the next minute.

STOP, STOPA [None]

These spells freeze a target in place and in time. An affected target is effectively frozen in time, cannot move, and cannot act, from the moment the effect grips them until the moment that it ends. They may, however, attempt a saving throw against this effect both when the spell affects them (as normal) and again at the beginning of each new round. Effects that increase duration instead increase the amount of time that passes between attempts to save (which is normally, as stated, one round).

- **Stop (Level 5):** Freezes target and makes them untouchable; lasts
- **Stopa (Level 10):** Freezes target and still lets them be hurt.

STARDUST, COMET, METEO [All]

These spells call enormously powerful blasts of energy down onto their targets from above (these blasts appear to plummet from the sky, pass through the ceiling, and so on). The damage that they deal is divided up among each of the eight energy types (Air, Earth, Electricity, Fire, Holy, Ice, Shadow, Water); if a creature has resistances to multiple types, apply each separately. If it has resistance to all energy, add up the damage before applying resistance. If both, the target must choose whether they are using specific or general resistance.

- **Stardust (Level 4):** 1d6 of each energy type.
- **Comet (Level 8):** 2d6 of each energy type.
- **Meteo (Level 10):** 2d8 of each energy type.

WARP, WARPA, WARPAGA [Shadow]

These spells link all targets to the caster, and to the location of the casting, as well as all the equipment that they are carrying at the time of the spell's casting. These spells may only be cast as Aura spells, and the caster must choose to affect their self. For a set period of time after the spell is cast, the caster may 'trigger' the effect of the spell as a standard action. When they do so, all the targets (in whatever condition) and the equipment they possessed at the time of casting (if it is still intact) are instantly transferred back to the location of the spell's casting. Once triggered, the spell cannot be triggered without being cast again, and a target of this spell that is tied to someone by one copy of this spell is removed from that spell's effects if they are targeted by another of these spells.

In some worlds, these spells may only be cast in select locations, or when in contact with certain mystical architectural features. In such cases, these locales are often clearly marked; a large crystal or glowing magical circle inscribed on the floor is a common method of denoting these special locations.

- **Warp (Level 3):** May be triggered for up to an hour.
- **Warpa (Level 6):** May be triggered for up to a day.
- **Warpaga (Level 8):** May be triggered for up to a week.



RED SPELLS

BERSERK [Fire]

These spells drive characters into a frenzy of physical assault for their duration. They each have a duration, as listed. When one of these spells affects a target, they gain a temporary Enhancement bonus to Strength (these bonuses do not stack). However, they may take no actions except to move and to physically attack foes, and must move towards and attack the nearest foe during the duration; also, they cannot spend MP during this time. Targets may, if they wish, attempt a new save at the end of each of each round's worth of actions that they perform.

- **Berserk (Level 1):** +4 Strength; lasts 5 rounds.
- **Berserka (Level 3):** +8 Strength; lasts 10 rounds.
- **Berserkaga (Level 7):** +16 Strength; lasts 50 rounds.



BLIND [Air] (Level 1)

Targets affected by this spell lose their ability to see, as their eyes are covered with a swirling black haze. Besides the obvious effects, which the GM may adjudicate as needed, they lose their Dexterity bonus (if they have one) to Defense while blinded, and anytime they attempt an attack and roll 13 or less on the d20 roll, they always miss (regardless of whether that roll would normally hit the target). This condition persists until removed, or for ten rounds (one minute), whichever comes first.

CURSE [Shadow] (Level 2)

Targets affected by this spell find that they bumble any complex task, and suffer severe problems undertaking many actions. Whenever they must make an attack roll, ability check, or skill check, they roll 2d20 instead of 1d20, and use whichever die has the worse result. This condition persists until removed, or for ten rounds (one minute), whichever comes first.

DOOM, REAPER [Shadow]

Targets affected by either of these spells attempt one or more saving throws against whichever spell is used each time their Initiative comes up for a set number of rounds. They may choose to use either their Fortitude or their Will, whichever they prefer. Each time they fail such a saving throw, they immediately drop to 0 HP (and become disabled). If they are already at zero HP, but not yet knocked out, then they lose exactly as many HP as are required to bring them to that point. If already knocked out, they die.

- **Doom (Level 5):** Targets affected must attempt one saving throw of the type described each time their initiative comes up, for three rounds.
- **Reaper (Level 9):** Targets affected must attempt three saving throw of the type described whenever their initiative comes up, for the next three rounds

FEAR, CONFUSE, CHARM [Shadow]

These spells cause their targets to act in an unusual fashion. A target affected by any of these spells may attempt a Will saving throw against that spell at the end of each round; if successful, the spell is removed.

- **Fear (Level 2):** While a target is affected by this spell, they may not move towards any foe, nor may they use any attack or cast any spell to affect a foe.
- **Confuse (Level 3):** While a target is affected by this spell, each time their initiative comes up, they choose one ability or item they possess (but does not reveal it). The caster chooses one creature within thirty feet of the target (they may choose the target). Once both have chosen, they reveal their choices. The target will then move towards the named creature and attempt to use the named ability on them.
- **Charm (Level 4):** While a target is affected by this spell, they act as the spellcaster wishes. However, they will not deal damage to their self or allow others to damage them. Also, the spellcaster gains no special knowledge of the abilities of the target, and target will take no action if ordered to do something they are simply incapable of.

MANTLE [Varies, see text]

Targets affected by this spell, and all their equipment, are swathed in energy of a type chosen by the spellcaster (the caster may choose any of the eight types of energy, but the same type applies to all targets). The target is immune to damage from their own mantle of energy, but not to the energy mantle of others. Anyone who strikes someone with such a mantle with a melee or unarmed strike receives the listed amount of added damage. This lasts for one minute.

- **Mantle (Level 2):** 1d6 damage of the chosen type.
- **Mantla (Level 4):** 2d6 damage of the chosen type.
- **Mantlaga (Level 7):** 3d6 damage of the chosen type.

RED SPELLS

MINI, PIGGY, TOAD [Shadow]

These spells transform the body of their targets. Unlike most other spells, these spells are resisted with a Fortitude saving throw. All of these spells have a duration of one minute (ten combat rounds) or until annulled.

- **Mini (Level 3):** Targets are reduced to Tiny size, and all of their equipment is reduced along with them; their weight (and the weight they carry) is divided by ten. They are not required to recalculate weapon weight and similar such features; instead, simply reduce the size of damage dice used by their weapons by two steps. Their speed is halved.
- **Piggy (Level 4):** Targets are transformed into (medium-sized) pigs. They cannot vocalize normally (and are thus blocked from most spellcasting), and all of their equipment is absorbed into the change. They may make kicking attacks, which deal 1d6 damage, and may move and use other abilities; the GM may rule that certain abilities are impossible or more difficult, as they wish.
- **Toad (Level 5):** Targets are transformed into a Tiny toad. The effects of this spell are the same as those of the Piggy spell, except that kicking attacks the targets make deal only one damage.

PARALYZE, PETRIFY [Earth]

These spells immobilize their targets completely, making those targets unable to act for the duration given. While immobilized, a target is considered helpless.

- **Paralyze (Level 3):** The target is immobilized for thirty seconds (five combat rounds).
- **Petrify (Level 9):** The target is transmuted into a solid, stone-like substance. They gain DR 10/- and Energy Resistance (all types) 20. However, this effect lasts until it is removed (usually with White magic).

SABER [Varies, see text]

These spells enhance target weapons, improving or granting Elemental abilities. When this spell is cast on a given weapon, it adds Elemental Enhancements of the caster's choice to that weapon for a period of one hour. If a weapon is subjected to this spell while already affected by one, both such spells are negated.

- **Saber (Level 5):** Adds two Enhancement.
- **Sabera (Level 8):** Adds four Enhancements.
- **Saberaga (Level 10):** Adds six Enhancements.

SEAL [Shadow]

Targets that are affected by this spell can be blocked from spending their MP. If they are blocked in this way, they cannot use abilities or cast spells that require the use of MP. Both spells last thirty seconds (five combat rounds).

- **Seal (Level 6):** Targets can't spend MP if their current MP is less than half of their full MP pool.
- **Seala (Level 8):** Targets can't spend MP at all.

SILENCE [Air]

Targets of this spell are completely silenced. Besides the obvious effects, this blocks almost all spellcasting, as vocalization is required to cast spells unless otherwise stated. The differing levels of this spell differ only in the duration of the silence they inflict.

- **Silence (Level 2):** Silence is inflicted for three rounds.
- **Silena (Level 7):** Silence is inflicted for one minute.
- **Silenaga (Level 10):** Silence is inflicted for one hour.

SLEEP [Water]

These spells put their targets to sleep. While asleep, a target is considered helpless. However, any physical contact, even a sharp nudge from one of their allies, will awaken them immediately (though they lose all actions in rounds where they spent any time asleep). Falling to the ground because they are asleep will not wake them, however.. These spells vary from one another only in terms of duration.

- **Sleep (Level 2):** Targets fall asleep, unless wakened, for thirty seconds (five combat rounds).
- **Sleepga (Level 9):** Targets fall asleep, unless wakened, for eight hours.

STEEL [Earth]

These spells enhance target weapons, improving or granting Non-Elemental abilities. When this spell is cast on a given weapon, it adds Non-Elemental Enhancements of the caster's choice to that weapon for a period of one hour. If a weapon is subjected to this spell while already affected by one, both such spells are negated.

- **Steel (Level 1):** Adds one Enhancement.
- **Steela (Level 6):** Adds three Enhancements.
- **Steelaga (Level 8):** Adds five Enhancements.



ZOMBIE [Shadow]

These spells inflict a special status condition on their targets; affected targets are treated as if they were undead creatures. This means that certain spells (such as Cure) which damage undead deal damage to them instead, and certain abilities will operate differently when used on them.

- **Zombie (Level 1):** Targets suffer Zombie status for thirty seconds (five combat rounds).
- **Zomba (Level 6):** Targets suffer this status for one hour.
- **Zombaga (Level 9):** Targets suffer this status until it is removed with magic or chemical items.

WHITE SPELLS

BAR, BARA [Holy]

These spells protect the target from other magics. After one of these spells is cast on a target, they gain one-time immunity to a selected group of spells. This immunity ends at the end of the stated duration, or when this spell blocks another spell in this way, whichever comes first. A target may be protected by more than one copy of this spell at a time; if a spell targeting them can be blocked by more than one active copy of this spell, the lowest-level version of this spell is used to block it. If this spell is active on multiple targets, each 'burns' their protection separately. If a spell blocked in this way target more than one person, this spell prevents it only from affecting the protected individual.

- **Bar (Level 3):** Lasts up to seven rounds; blocks any spell the protected creature desires from affecting them, up to level three at most, and is then dispelled.
- **Bara (Level 5):** Lasts up to nine rounds; blocks any spell the protected creature desires from affecting them, and is then dispelled. The blocked spell must be of the one energy type named by this spell's caster upon casting.
- **Baraga (Level 9):** Lasts up to one full day; blocks any spell the protected creature desires from affecting them, and is then dispelled.

DISPEL [Holy]

These spells counter and remove magical effects from their targets. Any spell that creates an effect with a duration can be removed in this way, though spells that create conditions that simply remain until removed cannot. Damage and similar effects already caused by those spells are not removed; dispelling a Poison spell does not heal damage that the spell has already done.

- **Dispel (Level 3):** Counters all duration-based spells affecting the targets which they wish to have removed. Spell effects the targets wish to retain are not canceled.
- **Dispella (Level 6):** Counters all duration-based spells affecting the target, whether they wish to have those effects removed or not (however, targets may still attempt a Will save to negate this spell, as normal).

LAMP, DIO, LUMINAIRE [Holy]

These spell causes targets to glow with a soft radiance, providing a five-foot radius of light around them for one round (all other effects of the spells are instantaneous).

- **Lamp (Level 1):** This spell does not create any effects other than light unless targets are currently blinded, in which case it counters and removes that condition.
- **Dio (Level 2):** This spell cures any blindness target may be suffering, as well as dispelling any duration-based Shadow energy spells the targets are currently affected by. Deals 5d6 damage to undead targets.
- **Luminaire (Level 10):** In addition to the affects of Dio, this spell deals 15d6 damage to all targets; in the case of undead targets, all damage is doubled.



NULL, NULLA, NULLAGA [Holy]

These spells grant the targets some amount of energy resistance. All of these spells grant their protection for a period of five minutes.

- **Null (Level 2):** Grants Energy Resistance 5 to all targets, against one energy type specified by the caster when the spell is cast.
- **Nulla (Level 4):** Grants Energy Resistance 10 to all targets, against all eight energy types.
- **Nullaga (Level 5):** Grants Energy Resistance 20 to all targets, against one energy type specified by the caster when the spell is cast.

PRAY, CURE, CURA, CURAGA [Holy]

These spells restore lost HP and ability damage to their targets. However, they are limited in scope; they affect creatures above 0 HP, as well as those who are disabled, but unconscious and dead creatures cannot be healed by means of these spells. Undead creatures targeted by these spells take the same amount of damage as they would have otherwise healed (the ability healing becomes Wisdom damage); though this spell deals damage to those creatures, they still negate this spell with a Will save, rather than halving damage with a Reflex save.

- **Pray (Level 1):** Restores 1d6 HP, and 1 Ability damage.
- **Cure (Level 2):** Restores 3d6 HP, and 3 Ability damage.
- **Cura (Level 4):** Restores 7d6 HP, and 7 Ability damage.
- **Curaga (Level 7):** Heals 13d6 HP, and all Ability damage.

PROTECT, PROTECA, PROTAGA [Holy]

These spells grant their targets a measure of damage reduction (DR). This DR does not stack with that given by armor or other protections; use whichever is better. Each of these spells lasts a set number of rounds, as listed.

- **Protect (Level 3):** Grants DR 5/- for five rounds.
- **Proteca (Level 6):** Grants DR 7/- for seven rounds.
- **Protaga (Level 8):** Grants DR 9/- for nine rounds.

WHITE SPELLS

RADIANCE, HOLY [Holy]

These spells are often considered the primary war spell known to white magic. They unleash a burst of holy energy on targets, blasting them with celestial fury.

- **Radiance (Level 8):** Deals 15d6 damage to targets.
- **Holy (Level 10):** Deals 20d6 damage to targets.

RAISE, RAISA, RERAISE [Holy]

These spells function in exactly the same fashion as the Cure spells do, except that these spells affect only unconscious characters - they cannot heal healthy or disabled characters, or can they return the truly dead to life. These spells may be used in the same fashion as the Cure spells against undead as well, but as an added benefit, if an undead with less Hit Dice than the level of one of these spells fails to save against it, they are instead instantly destroyed.

- **Raise (Level 6):** Heals 11d6 HP, and 9 Ability damage; if this would cause a target to be healed to more than 5 HP, then they are healed up to 5 HP instead.
- **Raisa (Level 8):** Heals 15d6 HP, and all Ability damage; if this would cause a target to be healed to more than 30 HP, then they are healed up to 30 HP instead.
- **Reraise (Level 9):** Heals 15d6 HP, and all Ability damage. This spell is a slight exception to the main rules for Raise spells. If it targets a conscious, living creature, that creature instead delays the effects, but will gain them immediately should they be driven unconscious during the next hour. If this occurs repeatedly, the older copy is replaced entirely by the newer.

REGEN, REGENA, REGENAGA [Holy]

These spells causes targets to regenerate HP damage each time their turn in the combat order occurs, but before they take any other actions. They last for a duration as listed, but they cease to operate on a target if that target is or becomes Unconscious, Dying or Dead. Multiple casting of these spells do not stack; more powerful versions replace weaker ones, however, and any new casting adds it's duration to the former one (thus, by casting Regen on a character already affected by Regenaga, you add five rounds to the duration of Regenaga).

- **Regen (Level 3):** Targets regenerate 1d4 HP damage for up to five rounds.
- **Regena (Level 7):** Targets regenerate 1d6 HP damage for up to seven rounds.
- **Regenaga (Level 10):** Targets regenerate 1d8 HP damage for up to eleven rounds.

RESTORE [Holy]

By means of this spell, a spellcaster may refresh the magical ability of others. After casting this spell, the caster can transfer MP to their targets.

- **Restore (Level 1):** The cater may transfer any amount of MP to the targets from their self, though they must do so immediately after casting the spell (as a free action). MP cannot be increased in this way; if the spell affects four targets, and the caster then transfers four MP, then each target receives one MP (or two targets receive two MP each, or however the caster wishes to divide it).

SHELL, SHELLA [Holy]

These spells create a thin barrier of magical force around the vital body parts of their targets, bracing them with holy energy and improving their natural resistances. This granting them the ability to resist various hazards more effectively, and is calculated as a bonus to all saving throws for a period as listed below.

- **Shell (Level 7):** +3 to saving throws for four hours.
- **Shella (Level 9):** +6 to saving throws for one day.

VOX, PURE, ESUNE, ESUNA, ESUNAGA [Holy]

These spells remove various conditions from their targets by infusing them with a burst of holy energy that strips off afflictions and ailments.

- **Vox (Level 1):** Removes the Silenced condition; unlike most other spells, Vox does not require the spellcaster to make incantations, and can be cast while Silenced.
- **Pure (Level 1):** This spell purifies all target objects of impurities, poisons, and toxins. It does not affect creatures unless they are currently suffering from poison, in which case it counters and removes that condition.
- **Esune (Level 2):** When this spell is cast, the caster chooses one personal condition (such as blinded, paralyzed, and so on). This spell removes that condition from any target creature that is suffering from it. This may not be used to remove conditions resulting from hit point damage, such as Disabled, Dying, or Dead.
- **Esuna (Level 4):** As Esune, but the caster chooses up to three conditions to remove.
- **Esunaga (Level 5):** As Esune, but all conditions which Esune could remove are removed instead.